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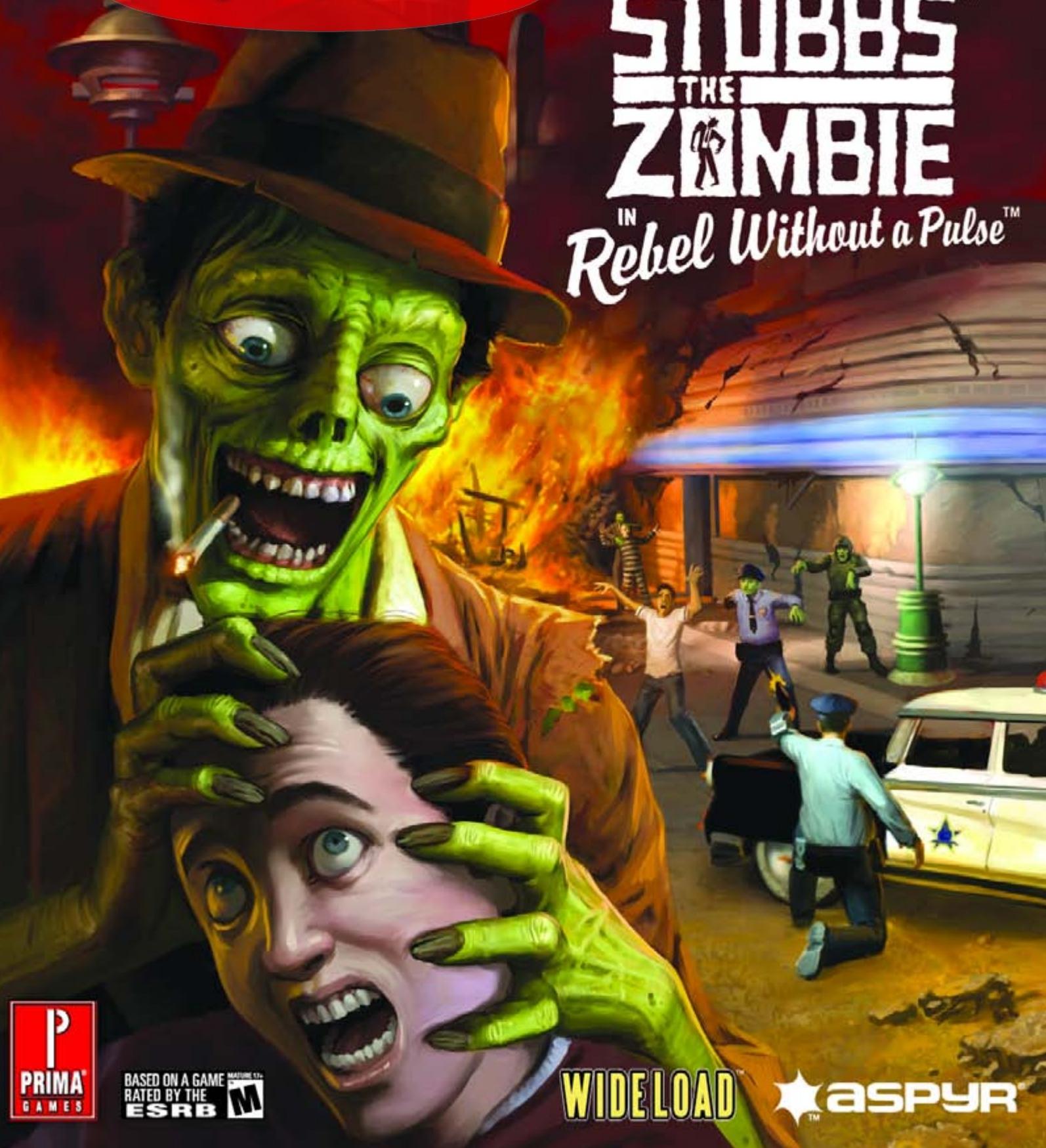
XBOX

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STUBBS THE ZOMBIE™ IN *Rebel Without a Pulse*™



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STUBBS™ THE ZOMBIE IN *Rebel Without a Pulse™*

PRIMA OFFICIAL GAME GUIDE

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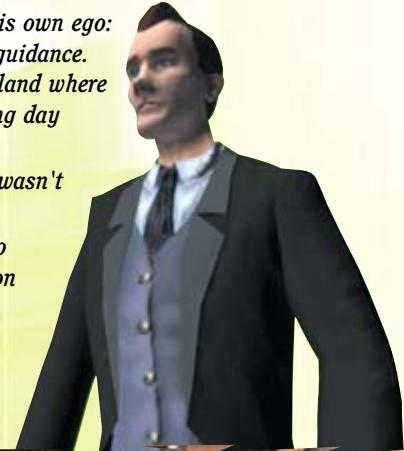
THE SKINNY ON STUBBS

In 1933, Edward "Stubbs" Stubblefield was just another traveling salesman trying to get by during the Great Depression. His lifelong losing streak reached its logical conclusion when he was brutally murdered and ignominiously buried in a remote Pennsylvania field.

Now it's 1959. Billionaire playboy industrialist Andrew Monday has constructed a monument to his own ego: Punchbowl, Pennsylvania, a technology-driven City of the Future to which the world will look for guidance. Unfortunately, Punchbowl (motto: "Drink your fill of the Future") is built atop the same stretch of land where Stubbs was buried all those years ago. When he crawls out of his grave during Punchbowl's opening day celebration, Stubbs doesn't know who killed him or why he's returned.

All he knows is that this strange city of towering buildings, bright lights, and incredible machines wasn't there before...and that eating somebody's brains would make him feel better.

In death, Stubbs has finally achieved the success and power he never enjoyed in life—and he sees no reasons to stop until all of Punchbowl is his. Of course, Andrew Monday has other ideas. The tension mounts until the city explodes in a full-scale human vs. zombie war.



RISING FROM THE DEAD



MAIN MENU

Don't expect to start the game with a zombie army right from the start. No, sir. Building the undead army is all up to you. Select One Player to start a single-player game or load a previously saved game.

If you have a friend, have him or her help you out. After all, two heads are better than one, especially when you are eating them. Select Two Player and tackle the game in cooperative mode.



SETTINGS

No matter how well made something is, there is always someone who wants to tinker with its innards. To do so, select Settings and adjust everything from your profile name to your control preferences. Here you can delete unwanted profiles, create new ones, or edit existing ones.



CONTROLLER SETUP

Dissatisfied with the default control scheme? It's OK. Go to Controller Setup for more options. Change the look sensitivity, invert the view, toggle the vibration function, or even change to a different button setup on the controller. Just remember to save the settings before you exit—you might otherwise find yourself with an unwanted control scheme in a tight situation.



Heavenly Origins

Though Stubbs might be misunderstood to be evil in nature (he *is* a zombie, you know), his origins are anything but. Anyone familiar with Bungie's now-classic *Halo*, should recognize the similarities between the start screens and menus in *Stubbs the Zombie in Rebel Without a Pulse* and those in *Halo*.

That is because Alex Seropian, the evil genius behind Wideload Games, previously helped to found Bungie Studios—the creators of the heavenly hit *Halo*.

"THE ZOMBIE SURVIVAL GUIDE"—INTRODUCTION

The bits and pieces of information contained in each of these sidebars were taken from *The Zombie Survival Guide*.

The book was written to provide the knowledge necessary for survival against zombies. Survival is the key word to remember—not victory, not conquest, just survival. The book will not teach you to become a professional zombie hunter. Anyone wishing to devote their life to such a profession must seek training elsewhere.

DIFFICULTY

Though this guide was written based on the Normal difficulty setting, you are welcome to try out any of the other four settings. Once you gain confidence in your zombie skills, we highly recommend trying the Insane difficulty setting. Just make sure to keep this guide handy, as it not only helps with the Normal difficulty setting, but the skills and techniques contained herein are the very tools you will need to get you through any zombie-riddled situation—video game or otherwise.

TIPS, NOTES, AND CAUTIONS



Tips are bits of information that help you make better decisions. Tips point out things such as different approaches to enemies, enemies with different weapons for you to "borrow," and what color tie to wear to the company picnic. Free with the purchase of this guide!



Notes provide general information that may not directly affect gameplay. At times, they might tell you more about the game or this guide. Consider the Notes friendly commentary as you tour the lovely city of Punchbowl.



Cautions are vital. Make sure to read each carefully as it might save you from being pumped full of lead, zapped into pieces, or mobbed by the living!

FROM A TO ZOMBIE

FEED YOUR BRAIN

In your hands is the guide of the future, complete with *tips*, *notes*, and *cautions*! Detailed walkthroughs of every level, guaranteed to satisfy your strategy needs, are available at no extra charge! No other guide provides the same quality information as a Stubblefield gaming field manual, so look no further for gaming satisfaction!

Informative...complete...spell-checked...now that's Stubblefield quality!

TO ZOMBIE OR NOT TO ZOMBIE

The gameplay in *Stubbs the Zombie* is not like most third-person action games. With Stubbs's wide arsenal of abilities ranging from enemy possession to vehicle hijacking, there are tons of different ways to play the game. This guide makes full use of all abilities available to Stubbs, but at times you may want to approach a level differently than how we recommend. Regardless of the path you choose, the following techniques will help you get the most out of your experience as a zombie.



NOTE

The following strategy is based on the default control scheme. If you change the control scheme in the Settings menu, be aware that the listed buttons and their corresponding actions may not apply.

CONTROLLING STUBBS

STUMBLING STUBBS



Not a bad running pace for rotting feet.



And he can sprint too!

For a man who has been buried for decades and has rotting limbs, Stubbs is awfully mobile. His zombie limp is more akin to a hurried pace. Press Stubbs in direction and Stubbs will run wherever you need him to go. After a few seconds of holding down the desired direction, Stubbs will pick up the pace and start to sprint. Zombie sprint whenever you need to quickly attack a target from behind and the path leading directly to your targeted enemy is clear.



NOTE

Even though Stubbs only has two speeds, fast and faster, he is still a zombie and is, therefore, not the fastest cat on the block. Getaways can be tricky if someone faster than you is chasing you.

STEALTHY STUBBS

Occasionally, you won't be able to run up behind the enemy and grub on their gray matter. In these instances you must sneak up quietly and pounce. Press the sneak button and Stubbs starts to sneak. Use this method of creeping to sneak up behind your prey in close quarters and go in for the Stealth Brain Gobble. Make sure to keep the button pressed—as soon as you let go, Stubbs stands upright again and makes himself a bigger target.



Shhhh....



Stubbs admires the foliage while his health regenerates.

Creeping is also a great way to take cover in sticky situations. If you are taking too much fire and need to recuperate, simply find a large object such as a planter and take cover behind it.

TIP

While creeping, Stubbs's footsteps are silenced. Creeping is extremely useful when trying to sneak up on or past hostiles. The silent footfalls also keep you from alerting nearby enemies when walking on harder surfaces.

ZOMBIE HOP



Stubbs has quite the vertical leap.



Hopping mad.

Pressing jump makes Stubbs leap into the air, arms outstretched, ready to land a quick meal. Need to get away? Easy. Simply hurdle over obstacles as you run away and anyone pursuing is slowed down. Better still, if you need to snack on some brain candy, leap into the air and press the action button while over a target. You land squarely on your target ready to nibble on some noggin.

SEE IT ALL



Take position near a corner.



Swing the camera around the blind side of the corner.

Remember, Stubbs died in 1933—two years before radar was patented. Unfortunately he wasn't able to reap the benefits of his time and, therefore, isn't always aware of everything around him. For that kind of situational awareness you need to make good use of the camera throughout the game.



Survey the situation before you approach.

Luckily, the camera provides a better idea of what is happening around you than bleeps on a map could.

Brain Bite with a Twist

Rotating the camera is also helpful when taking a loving chomp out of someone's head. While eating brains refills your health, it also leaves you open to attacks as you snack. To better prepare for your after-dinner course of action, swing the camera around as you bite and take note of the nearby enemies. Oftentimes, enemies approach you from behind, as you zombify their buddies, and

nullify your health boost. If you swing the camera around as you bite, you will know exactly where to go for your next meal, or when to immediately take cover.



Brains are good!



Bullets in your back are bad!

ATTACK

Stubbs is not your typical zombie. Instead of simply throwing himself on his prey, Stubbs makes sure that his meal is sufficiently softened before taking a bite. By pressing the attack or alternate attack buttons, Stubbs wildly thrashes his opponents with a few well placed strikes.

Though there is no apparent difference in power between the two attacks, they are very effective in incapacitating your opponents. While both attacks momentarily stun your target after two or three successful strikes,

anything more than two or three hits will usually be fatal. The two attacks can be used interchangeably when you're being mobbed by the living. However, remember that once your



Soften the meat before you swallow.



When zombies attack!



opponent is dead by melee he can no longer provide a health boost. Luckily, an opponent dispatched by either of the two attacks will still join your undead army.

TIP
The best technique for attacking foes is to strike them once or twice until they are stunned, then immediately press the action button either to tear off a limb or to munch on their heads.

TIP
Press either attack button after leaping toward an opponent for some devastating Airborne Brain Eating.

THE MOST IMPORTANT BUTTON

No zombie would be complete without the ability to eat brains...or forcibly bust down a door...or drive a military buggy...or, well, you get the idea. By far, the most important button is the action button. It is your most used button. Pressing it allows you to do the following:

- Eat brains
- Drop objects
- Drive vehicles
- Activate switches
- Shove other zombies
- Whistle to your undead army
- Take control of enemy turrets
- Bust down doors and break objects
- Possess enemies (while your right arm roams free)
- Disarm opponents (No, really, you take off their arms)



Remember, eating brains refills your health quicker than just waiting for it to regenerate on its own. So don't hesitate to smack the action button in the heat of a battle. Just make sure that the immediate health boost outweighs any damage you might take.

Murder humans (only while Stubbs Possesses a human without a weapon)

A FED ZOMBIE IS A HAPPY ZOMBIE

Punchbowl is teeming with happy-go-lucky civilians unaware of the grizzly fate that limps their way. Needless to say, they are not leaping at the chance to join your ranks of undead and do

retaliate when they see you, that is if they don't run away first. Occasionally you must be creative in "coercing" them to the dead side and will have to get your hands dirty (dirtier, actually) to make it through a level.

That being said, Stubbs is a zombie and zombies are not strangers to taking a few bullets every now and then. After all, what good is having rotten flesh if it can't take a little abuse?

SPECIAL STUBBS MOVES

Apparently Stubbs learned a few new tricks while he was resting. Deep under the grassy knolls of Punchbowl, Pennsylvania, Stubbs acquired abilities no...um...man has ever achieved. Armed to the teeth with special zombie skills, Stubbs lurches toward Punchbowl with vengeance on his mind.

NOTE

Each one of Stubbs's special attacks requires devouring some domes. At the game's start, it takes more brain bites to refill the gauges, however, as the game progresses and enemies become more powerful, the number of heads required to refill each gauge lessens.

Additionally, civilians provide less of a power-up than armed enemies. The only constant is the amount each gauge requires relative to the others. Unleashing the Hand (Possession) always requires the least amount of head chomps compared to other powers. Gut Grenades take slightly more than the Hand, and firing off your Sputum Head requires the most devoured heads of all. Unholy Flatulence costs slightly less than Sputum Head.

Just remember this order when powering up your zombie abilities.

1. The Hand/Possession
2. Gut Grenades
3. Unholy Flatulence
4. Sputum Head



Unholy Flatulence—Atomic Farts



Unholy Flatulence

Stubbs's Unholy Flatulence attack causes Stubbs to hunker down and drop an atomic fart, releasing toxic zombie fumes. Though it

only has the radius of a few feet, Stubbs's stench is powerful enough to force humans into coughing fits. As they gag on your rose-

scented release, they are vulnerable to attack. Quickly make your way to every incapacitated human to feast on their follicles.

Powering up to release Unholy Flatulence usually takes more than five or six weak humans, so make sure that releasing one is worth it. There is no point in using your atomic fart on only one person. If you wait to attack a small group of assailants as they bunch up together, then you can be assured that you will add more people to your zombie stable, get more health boosts, and refill on brain juice all at once.



Must've been from years of eating roadhouse diner food....

Gut Grenades—Lobbing Love Handles



Gut Grenades

Got that feeling in your gut? That's because you just had enough brains to fill it up.

Press Gut Grenade button to tear out a chunk of flesh and toss it like a grenade. Press it again to detonate it.

However, if for some reason you don't press it a second time, the grenade will explode after a few seconds.



Guts away!



Don't forget to press the Gut Grenade button a second time to detonate it.

The Hand and Possession—Meat Puppeteering



The Hand

This is Stubbs's most valuable skill, aside from his ability to eat brains day after day and never crave anything else. After filling up on brain juice, Stubbs earns the ability to take off his right hand and unleash it on the world. Once free of

the Hand, Stubbs is able to access areas and switches unavailable before.



Hand vision.

Most important, however, is the Hand's ability to possess people. Once the Hand is in range of some weak-minded fool, press the action button and it does a five-fingered leap into the air, ready to claim its meaty prize.



If you can't eat 'em, join 'em.

Possession complete, Stubbs now has access to that person's weapons (should he or she have any). Find a safe spot before you send your digits on a walk, though, because as soon as your fingers hit the pavement, Stubbs is vulnerable to attack.



If you're playing the console version of Stubbs the Zombie, keep the vibration function active on your controller. When the Hand is off gallivanting about, the vibration function (as well as Stubbs's depleting health meter) will help notify you when Stubbs is taking damage.



Obviously, the Hand hasn't been washed in a while. Presumably because of some weird sticky residue, it has the ability to scale walls, climb fences, and hang upside down on ceilings, as well as perform some of the action button functions, such as activate switches and shove zombies, to name a few.

Sputum Head-Head Bowling



Sputum Head

Bowling enthusiasts rejoice! Punchbowling Lanes is proud to present you with Sputum Head! Easily Stubbs's most gruesome attack, it is also the most...head-turning. After supping on

skulls, Stubbs can remove his own and toss it ahead of him like a bowling ball. Press the Sputum Head attack button and off goes Stubbs's head, spewing out toxic sputum. Press it again and it explodes.

Guide Sputum Head past large groups of people on the way to your objective, as it passes, the toxic discharge turns those unlucky enough to inhale it into zombies. When you have infected enough victims, detonate your dome to demolish whoever was left. Devious!



Steeeeeee-rike!



ADVANCED ZOMBIE 101

THE TRICKS OF THE TRADE

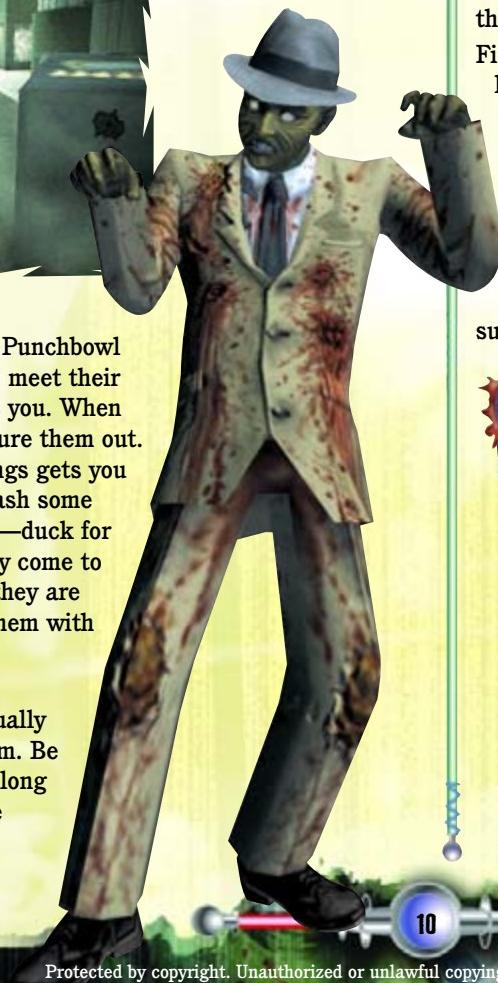
Sure you know the basics, but will they get you through Punchbowl safely? Well, yeah, maybe. But why not learn some tricks the Punchbowl Police Department hasn't trained for? The following are just a few of the techniques in your zombie arsenal. Keep these in practice throughout your violent vacation in Punchbowl and your foes will always be on their toes...or knees...or back....

Luring—Here Human, Human, Human!



At times, the citizens of Punchbowl will not come running to meet their newest neighbor—that's you. When they don't, you have to lure them out. Whispering sweet nothings gets you nowhere, however. So flash some skin—some rotting skin—duck for cover, and wait until they come to investigate. As soon as they are close enough, surprise them with open arms.

This is one of your most valuable moves as it usually nets you your first victim. Be careful not to wait too long in the open, or expose yourself to too many enemies, as you will



usually take damage and might waste a good opportunity to snag a lone victim.

Dash and Gash—The Zombie Zigzag



In open areas there is a much higher chance you'll be shot at by Punchbowl punks. What do they think this is, a zombie safari? Don't just stand for it, disarm your attackers! All weapons require reload time, even the energy-based weapons. Take advantage of this with the zombie zigzag.

First, spot your weapon-wielding foe. Then start running at him like the fierce zombie you are. As you approach, confuse your foe by running slightly to the right (or left). Not only does this require the enemy to change aim, but it also increases the chance of him missing if he is firing a shot when you change direction. Immediately turn and dash in the opposite direction. Zigzag until you're close to your opponent. If you're lucky, your opponent will need to reload as you approach. This buys you enough time to make a successful strike.



Though the zombie zigzag is an effective way to approach an enemy, it does require that you approach a hostile enemy with a weapon. If you begin your approach with low health, there is a good chance that a few shots will hit and kill you...again.

Additionally, enemies with long-range weapons are more apt to miss when shooting at you from afar. Should you approach an enemy with a close-quarter weapon such as a pistol, the closer you get, the better the chances are of your being hit. Consider the weapon before your first zig.

Mobbing—Undead Army



Tired? Long day at work? Limbs falling off at inopportune times? Let the Stubblefield horde of undead do the work for you! Each member has been trained to sloppily mob anyone who opposes you. With the simple flick of the action button you can command your forces to follow you on your way to victory.

As you progress through each level and refill on brain juice, each rotting carcass you leave behind reanimates and joins your army of walking dead. Put them

to work and let them walk past you after you whistle to attack the unsuspecting citizens of Punchbowl. If they refuse to get their hands dirty, shove them toward your target and they get the point. Once they are wound up and on their way, just stand back and watch as the work gets done for you. It's as easy as one, two, screech.

Bullet Sponges—Rotting Meat Shields

If you're not the type to sit back and watch, join your brethren and get in on the action. But don't be too hasty. Sure, it's admirable to get in there and mix things up, but remember the undead don't feel pain. Give a zombie ahead of you a gentle nudge and stay behind

him as he lurches toward an assailant. If you keep safely behind him, you can get closer to the prize and suffer only minimal damage. Your poor friend takes the brunt of the attack while you safely shuffle behind him. Work smarter, not harder.



FINE MOTOR CONTROL

Starting at the Fertile Crescent greenhouse, you will come across a variety of vehicles. Vehicles can often mean the difference between victory and going back to feeding worms. So make sure you know how to handle them when you come across these new-fangled modern marvels.



To enter a vehicle, approach the driver's seat and press the action button. Once in, maneuver the machine as you would move Stubbs.

Occasionally, some (not all) vehicles have weapons you can use. To use them, press your primary attack button. If the vehicle you commandeered has a secondary weapon, use it by pressing your Gut Grenade button. When all else fails, drive over your opponent. It's *that* easy!



If, for some reason, you manage to flip over your vehicle, use your Zombie Strength to flip it back over by pressing the action button.

PEOPLE PUPPETS—CONTROLLING THE LIVING

Controlling the living is very similar to controlling Stubbs. Walking, running, and sneaking are all controlled by the same buttons as before. However, many enemies have weapons that Stubbs was not trained to handle. (They weren't invented yet when he was alive!)



Fire your primary weapon with the attack button and, as with vehicles, your secondary weapon with the Gut Grenade button. Should your puppet wield a weapon with a scope, simply press the zoom button (refer to your game manual) and fire away. All other functions, such as activating switches, are taken care of with the action button.



Don't worry about ammo conservation when possessing an armed enemy. Somehow, perhaps due to some grand innovation by Monday Industries, each enemy has an endless supply of ammunition. Feel free to go trigger happy if you please, but be careful—the living can easily swamp you as you reload. Turn about is fair play.

THE BUFFET—STUBBS'S ENEMIES

THE MAIN PLAYERS

Stubbs may have just crawled out of a grave, but in Punchbowl, these are the people with dirt on their hands. The City of the Future looks clean, but it was built by and is presided over by many unsavory characters. They are so unsavory, in fact, that even Stubbs refuses to eat them.

ANDREW MONDAY



Andrew Monday's history is not unknown in Punchbowl. Found abandoned in a picnic basket by the side of the road as a baby, the "World's Richest Man" propelled himself to the forefront of technological innovation with the help of Dr. Herman Wye. Now this self-absorbed character rules all of Punchbowl with his tender, loving, adoptive mother at his side.



POLICE CHIEF T. S. MASTERS



Punchbowl's top cop honors go to T. S. Masters. This crime fighter was hired by Andrew Monday to oversee the city and ensure his property's, er, the city's safety. Though Punchbowl is also equipped with automated crime-fighting safeguards, Chief Masters supervises from the shadows...unless the disco ball is shining, then the Chief will make a personal appearance.

Heavenly Origins

In case you don't catch it in the plaza when Chief Masters accosts his cops, Punchbowl's top cop is T. S. Masters, Chief of Police. "Chief Masters," for short. In a humorous homage to *Halo*'s leading man, Wideload Games flipped Master Chief's name, added an "s," and named their undersized, loudmouthed dance fiend "Chief Masters." Though he is the complete opposite of Master Chief—short, bald, underpowered, and a great dancer—he is a wonderful reminder that *Stubbs the Zombie in Rebel Without a Pulse* comes from a rich gaming background.

OTIS MONDAY



None of Punchbowl's residents is stranger than Otis Monday. Leader of the Quaker State Irregulars, Otis sleeps with one eye open to watch for the commie red scum invasion. Surrounded by like-minded, paranoid

hillbillies, Otis controls a force as powerful as Chief Masters's Police Department. Ironically, he considers his grandson, Andrew Monday, a techno-fascist socialist menace.

DR. HERMAN WYE



If there is one man in Punchbowl with a dark history, it is Dr. Herman Wye. Considered by Andrew to be Germany's best export since Albert Einstein, the doctor is responsible for many of Punchbowl's greatest innovations, including the

Aggro-Gro fertilizer that brought Stubbs back to life. Unfortunately, his genius was cultivated in Nazi Germany, lending credibility to Otis Monday's paranoia.

FEAST ON FOES TO MAKE FRIENDS

Throughout Stubbs's travels in Punchbowl he encounters a wide variety of enemies on which to dine. While eating their brains makes them your zombie comrades, using the Hand to Possess them makes them your meat puppets and grants you use of their weapons. Pay attention to what they carry, and you will know when it's best to grub and when it's best to grab.

CIVILIANS 1



First Appearance: Plaza
Weapons: Bare Hands

Unarmed civilians are the bottom of the barrel. They don't cause much damage and are easy to eat because you don't need to soften them before chewing. Occasionally they muster up some gusto and attack you, but more often than not, they run away in a panic.

CIVILIANS 2



First Appearance: Punchbowl Mall
Weapon: Non-Projectile Weapon

Shovels, and bats, and hatchets, oh my! Armed civilians are more courageous than their unarmed counterparts. They rarely hesitate to swing their weapons at you and cause a decent amount of damage...for people wielding gardening tools, that is.

LIEUTENANTS



First Appearance: Police Station
Weapon: Pistol

Not only do lieutenants have neat little pistol holsters, but their pistols pack a wallop. Their six-shooters are great for midrange combat, as long as you aim for the head. Just remember to reload or you could find yourself in a firefight without any fire.

BEAT COPS



First Appearance: Plaza
Weapon: Pistol and Taser



Beat cops are equipped with standard-issue pistols, like lieutenants. However, their left hands also sport handy, top-of-the-line wrist Tasers. The Taser zaps enemies with a short electrical current, and also keeps the beat cops in constant contact with the Police Department's communications system.

SCIENTISTS 1



First Appearance: Fertile Crescent Greenhouse
Weapon: Energy Pistol

Don't underestimate these nerds. Their lab coats are clean, but their hands are not. If you interfere with their experiments, you will feel a few discharges from their energy pistols in your face.

SCIENTISTS 2



First Appearance: Dam
Weapon: Boomstick Rifle

The boomstick-carrying scientists are the most difficult of the scientists to deal with, which is why they are the most fun to Possess. Their boomstick rifles fire large circular energy beams that cause decent damage while repulsing the target.

Don't get in their way, or they might blast you to a different part of the room with little health left.



When controlling a scientist wielding this powerful weapon, don't overload the power cell. If it hits redline for longer than a few seconds, the boomstick will go boom in your face.

MILITIAMEN



First Appearance: Punchbowl Mall
Weapon: Shotgun

No enemy is fiercer than one who believes in his cause. Unfortunately, these zealots believe that the dead (that's you) are communist sympathizers. Their shotguns take chunks off your health, but are only dangerous at close range.

MILITIA SNIPERS



First Appearance: Punchbowl Mall
Weapon: Sniper Rifle (with 1x zoom)

These Irregulars sport a sniper rifle with a scope. Though they

only have 1x zoom, their rifle is strong enough to split someone in half, including you. Possess these enemies only when you have good cover; their single-shot rifles and long reload times make you a sitting duck.

SKEGNESS GOONS 1



First Appearance: Dam
Weapon: Energy Pistol

There is no mistaking a Skegness goon—you will hear them before you see them. Their energy pistols have a rapidly recharging power cell, so they are capable of constant rapid fire. At the very least, Possess them to make them shut up.

SKEGNESS GOONS 2



First Appearance: Dam
Weapon: Energy Pistol

Perhaps the most difficult goon to kill, these goons sport jetpacks that mobilize them. Their energy pistols are the same ones as the floor-bound goons carry, but they have a better vantage point. When it starts raining plasma blasts, a Skegness goon with a jetpack is nearby.

SKEGNESS GOONS 3



First Appearance: Dam
Weapon: Boom Cannon

The Skegness equivalent of the rocket-toting military, these foes pack an amazing thump. Watch as they Charge their cannons and release hazardous firework-like blasts. Should you Possess a goon with a boom cannon, remember, his cannons need to charge before they fire full blast.

MILITARY PERSONNEL 1



First Appearance: Offender
Weapon: Automatic Rifle

The military ladder's bottom rung is comprised of these riflemen. Their automatic rifles are great for shredding through enemies near or far, but their heads taste even better.

MILITARY PERSONNEL 2



First Appearance: Offender
Weapon: Rocket Launcher

Don't hesitate to Possess a rocket-carrying soldier. Their rocket launchers fire off two high-powered missiles capable of taking out groups of enemies with one shot. Better still, they are great anti-tank personnel. The down side? They love aiming their rockets at you.



MILITARY SNIPERS



First Appearance: Offender
Weapon: Sniper Rifle (with 3x zoom)



For the best in sharpshooting, Possess a

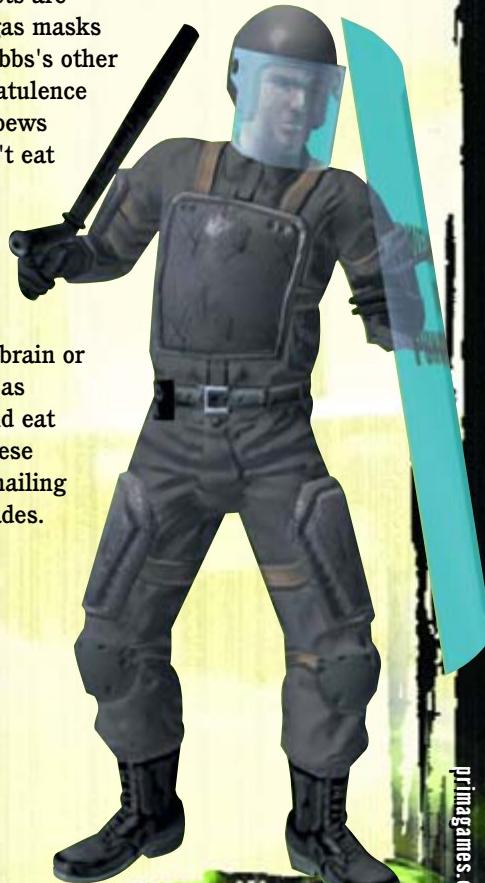
military sniper. Their rifles come equipped with a 3x zoom scope capable of honing in on an enemy's head from down the street. Furthermore, their rapid-fire clip allows for multiple shots if you miss with your first. With a weapon like this, though, you have no excuse for missing.

THE LEFTOVERS

Not all enemies can be eaten or Possessed. Some of the hostile people Stubbs encounters are immune to his charms. Certain military personnel, for example, are equipped with green helmets that protect their heads from being eaten or fingered. Their faces, however, are exposed and render them vulnerable to Stubbs's special brand of chemical warfare.

Riot squad members are also equipped with a protective helmet that cannot be pierced. However, because they deal with riotous crowds, their helmets are sometimes equipped with gas masks that protect them from Stubbs's other attacks, such as Unholy Flatulence and the sputum his head spews while rolling. So if you can't eat 'em, beat 'em.

Finally, there are the chainsaw-wielding maniacs. Though you cannot Possess them, perhaps due to their small brain or the thick skull that serves as protection, you can beat and eat them. To defend against these brutes, disarm them after nailing them with a few Gut Grenades.



WELCOME TO PUNCHBOWL

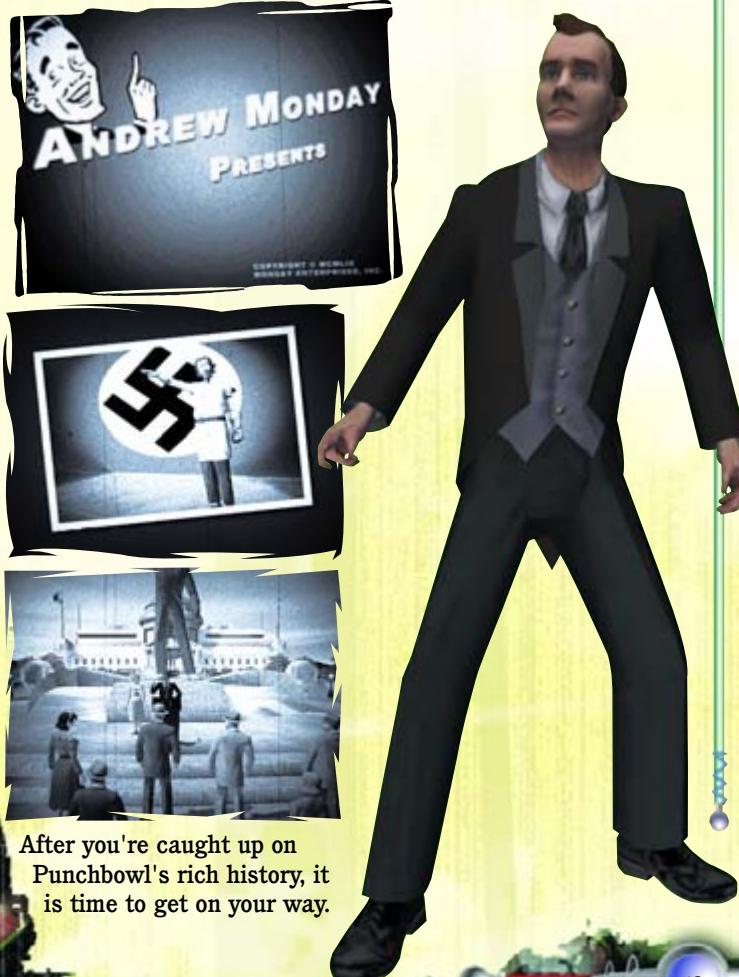
THE SKINNY

Welcome to Punchbowl, Pennsylvania! Here you can enjoy everything from fine dining (on its citizens) to terrorizing the fields of Knobb Cheese Farm. Whatever you choose to do, your stay would not be complete without a visit to our **Plaza**. To find your way around the city, stop and chat with one of our state-of-the-art guide-bots. Our bots are programmed to teach you skills such as attacking, walking, and brain eating, as well as welcome you to the City of the Future.

WHAT'S THE HAPPS?

- Beat Ted down.
- Master the zombie arts.
- Wreak havoc on the plaza.

PLAZA EXTERIOR



After you're caught up on Punchbowl's rich history, it is time to get on your way.



After years of resting, decomposing, and reanimating your rotting body, you have built up quite the appetite. And, though you will be feeding that hunger for the rest of your stay in Punchbowl, a hot dog still sounds mighty fine.



Unfortunately, Ted takes exception to your hunger and objects to your gracious acceptance of his "donation." Don't take his guff and quiet him down with the back of your hand by pressing the attack button.



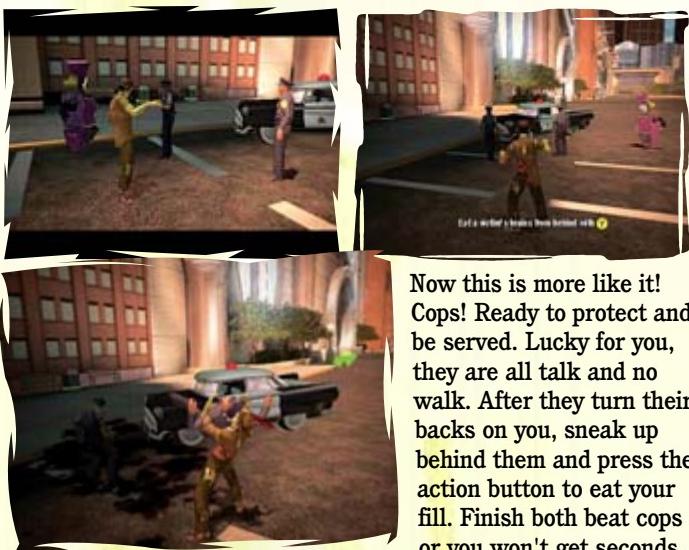
Because Ted's yapping cost you a wiener, take advantage of his dazed state and snack on his skull by pressing the action button. Ted never had much in the brain department, so you're going to have to satiate your hunger elsewhere.



In the meantime, look around the city by following the onscreen prompt. After you take a gander at your new digs, mosey over to the guide-bot (again, follow the onscreen prompt).

NOTE

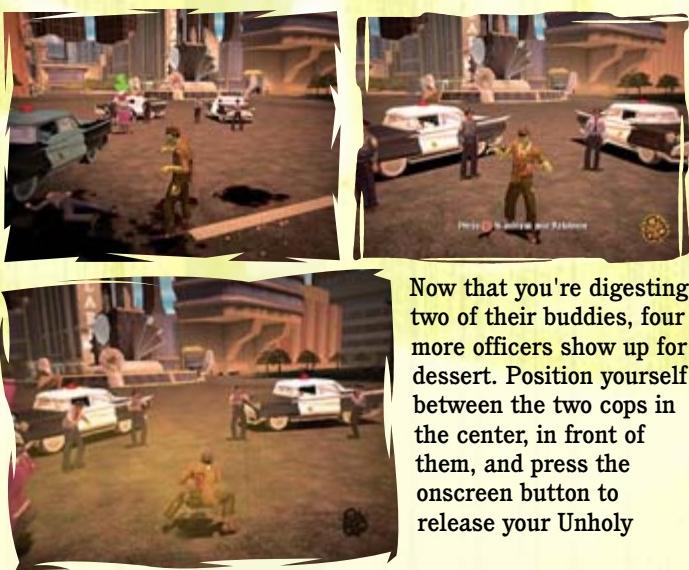
You can also press the alternate attack button to smack some sense into Ted. The onscreen prompt is satisfied with either action, as long as Ted shuts up.



Now this is more like it! Cops! Ready to protect and be served. Lucky for you, they are all talk and no walk. After they turn their backs on you, sneak up behind them and press the action button to eat your fill. Finish both beat cops or you won't get seconds.

NOTE

You can take your time savoring the smell of fresh meat; the cops won't turn around.



Now that you're digesting two of their buddies, four more officers show up for dessert. Position yourself between the two cops in the center, in front of them, and press the onscreen button to release your Unholy



Flatulence. When they choke on the fumes, have at 'em. Walk up to an officer of your choice and dine on blue cap gourmet.

TIP

Don't fret about eating all four cops to refill your Unholy Flatulence gauge; you don't have to. Not only are they not enough to refill the gauge, but you start the next section with a full gauge. Instead, let the previous two cops you ate (now zombies) help.



Lucky you! You now have a small, yet fearsome, zombie army ready to do your bidding. Occasionally, your zombie followers will need firmer means of persuasion. To do so, get behind them and give them a nudge. Shoving zombies around will prove useful when you need to take cover from fire while approaching an enemy, or to get them moving in a particular direction. Don't be afraid to be a bully, after all, you made them what they are.

Should your rotting meat shields not work, don't worry, simply find a place for cover, or stand in a safe place (sometimes in the midst of other zombies) and let nature take its course. Eventually, the health meter will begin to regenerate and you will be good as new. Well, sort of.



Then learn how to softly persuade your zombies to follow you by whistling. Turn to transfix them with your gaze and whistle them near. They immediately begin to shuffle to your position. Practice this a few more times to get the hang of it, as you will need to do it on more than one occasion in a bind.



With your new skills mastered, it's time to go to Central Town Square. Follow the waypoint marker to the guide-bot and let her welcome you to the city Monday built. Go make your presence felt and don't feel bad if you're not welcomed with open arms. You've been gone for a while.

CENTRAL TOWN SQUARE



Welcome to Monday's town square. Get to work on building the ranks of the zombie horde by making meals of the unarmed civilians roaming about the central fountain. After you eat a few of them, the rest muster up some moxie and charge at you. When they do, greet them with an open mouth.



Sometimes, meeting a zombie face-to-face is too much for some of Punchbowl's denizens. Their moxie turns to panic and they flee. When they do, run up behind them, and nosh on their noodles for an easy health boost.



"THE ZOMBIE SURVIVAL GUIDE"—CLOSE COMBAT

Hand-to-hand combat should almost always be avoided. Given a zombie's lack of speed, it is much easier to run (or walk quickly) than stand and fight. However, it may be necessary to destroy a zombie at close quarters. When this happens, split-second timing is critical. A wrong move, a moment's hesitation, and you may feel cold hands gripping your arm, or sharp, broken teeth biting into your flesh.



After you zombify the available pedestrians, whistle at them to round them up and prepare to feast on Punchbowl's finest.

Make your way around the fountain, away from the direction you came, and head toward the

shingled ramp behind the fountain. If there are any straggling pedestrians milling about, let the other zombies take them while you walk behind your army, protected from the oncoming hail of bullets.



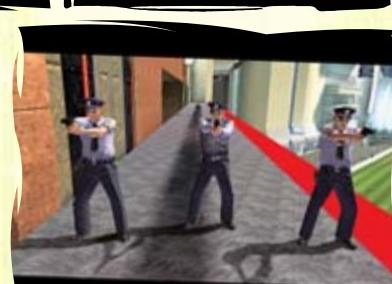
When you reach the shingled ramp, let your zombie pals take the brunt of the fire while you creep behind the distracted cops and sneak bites. If your zombie pals take too much fire and don't make it to the ramp's top, run up, drop an atomic fart, and make yourself a new zombie army. They come in handy.



With the top of the ramp cleared, gather your zombies, and make a right. Follow the shingled pathway to a new batch of brains. Set your army loose on the police as you follow behind the horde and clean up any wandering officers as they present themselves.



Central Town Square is a mess, more than a dozen police officers are now zombies, and the citizens of Punchbowl are in a panic. Good job! It's time to take the monorail for a ride. Don't bother yourself about the mess you left behind—the Punchbowl Police Department will take care of it. After all, Chief Masters is not pleased with the complaints. Next stop, Fertile Crescent greenhouse!



BLEEDING GROUNDS

THE SKINNY

So you've decided to visit the Fertile Crescent greenhouse! Wonderful! While here, take a Sod-O-Mobile for a spin. The epitome of Monday Industries' ingenuity and view of the future, the Sod-O-Mobile is the first of many vehicles in Punchbowl you'll pilot. Explore the **greenhouse** to your heart's content, and let the soft scents of the many bioengineered botanical beauties bathe over you.

WHAT'S THE HAPPS?

- Hijack a Sod-O-Mobile.
- Explore the greenhouse.
- Flip a switch in the control room.
- Access the secret Sci-Fi Area.
- Chase after Mr. Skegness and Maggie Monday.

GREENHOUSE EXTERIOR



Looks like someone has a case of the Mondays! When you're done feeling the pains of heartache in your now-hollow chest, give chase to Maggie Monday and Mr. Skegness.



Hop into the Sod-O-Mobile and make a sharp right. Follow the path with the wall's edge on your right. Run over any enemies you encounter to dispatch them. Otherwise, press the attack button to fire the Sod gun and sully them with your soil.



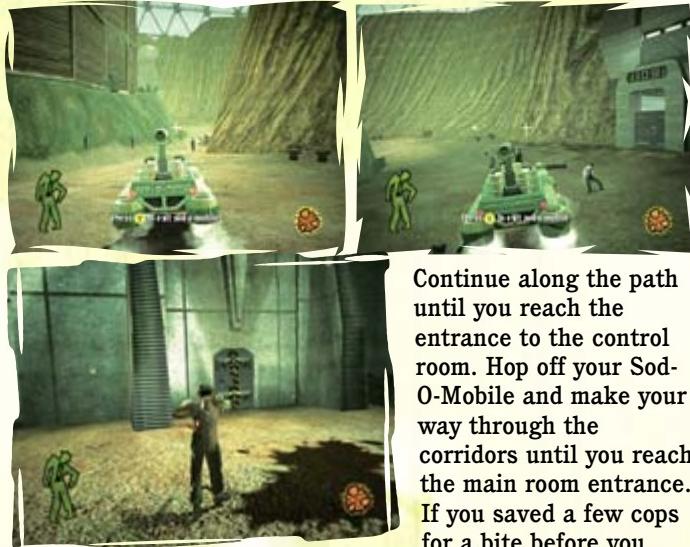
CAUTION

Don't fire the Sod gun too close to a wall or when it's aimed too close to the ground. It packs a wallop and the explosion will send your Sod-O-Mobile flying into the air. You will not come down with it.

TIP

If you are lucky enough to survive a blast from another Sod-O-Mobile (or your own dimwitted backfire) and are tossed off your ride, run up to your vehicle, flip it, and hop back in.





Continue along the path until you reach the entrance to the control room. Hop off your Sod-O-Mobile and make your way through the corridors until you reach the main room entrance. If you saved a few cops for a bite before you

entered, let them come into the room first to absorb any bullets that come your way. The control room is heavily guarded, so don't enter all by your lonesome.



If you ran over all your zombie hopefules before entering the control room corridors, pause at the entrance to the main room, and lure out the patrolling police to get your zombie army started.



Run up the ramp on the right of the control room and munch on the cops on the walkway. As your fellow zombies work their way left to feast on the cops on that end, clear the top of the walkways on the right, your zombies in tow.



The center walkway leads to the room's left. Stumble toward the center console and eliminate any leftover officers.



After the room is clear and the lawmen are properly zombified, go up the ramp to activate the switch in the center console. The once-closed Sci-Fi Area entrance is now clear. Head to your Sod-O-

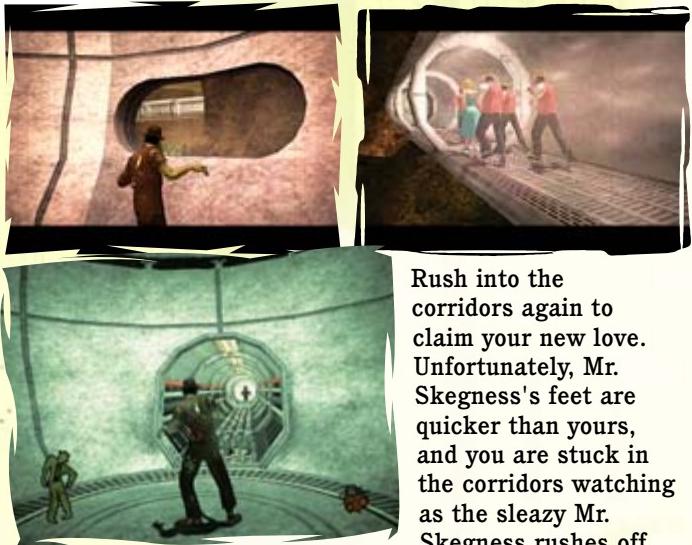
Mobile and get ready for some Sod-on-Sod action.



Maneuver your mobile sod machine left toward the gap between the two large grassy mounds. As you circle toward your previous path, run over the opposing force, and fire your Sod gun. When the enemy Sod-O-Mobile

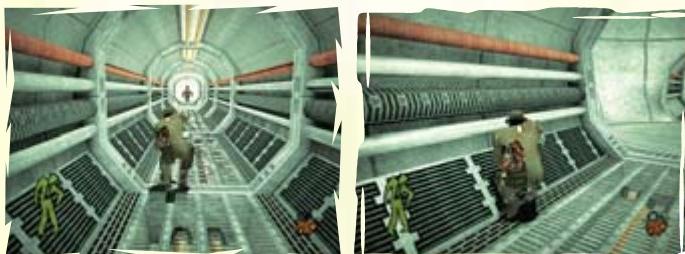
comes into view, hit it with your Sod shot and watch as the other Sod-O-Mobile does ballet-like flips in the air. With your path now clear, head toward where you started. Stick close to the wall, with the edge on your left. The previously blocked Sci-Fi Area entrance now begs to be entered. Eliminate the swarming foes, hop off your ride, and stroll in.

SCI-FI AREA

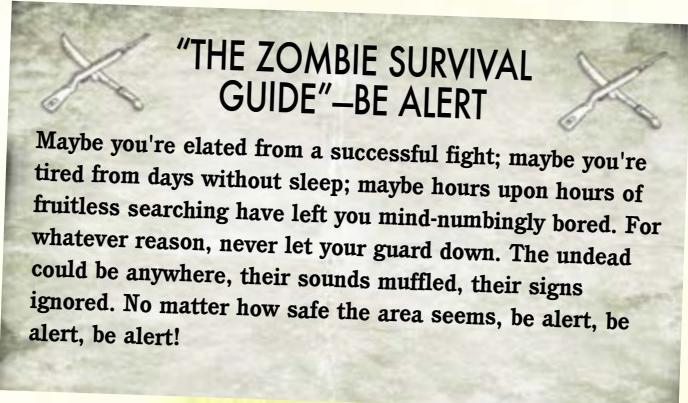


Rush into the corridors again to claim your new love. Unfortunately, Mr. Skegness's feet are quicker than yours, and you are stuck in the corridors watching as the sleazy Mr. Skegness rushes off

with your forbidden treasure. Make a right, and head down the corridor.



Sneak down the corridor as the police officer continues his patrol. With the steel grating underneath, it's important that your footsteps are silent. Otherwise your gait will alert the officers. When you are close enough, pounce on the police to jumpstart his heart and your zombie army.



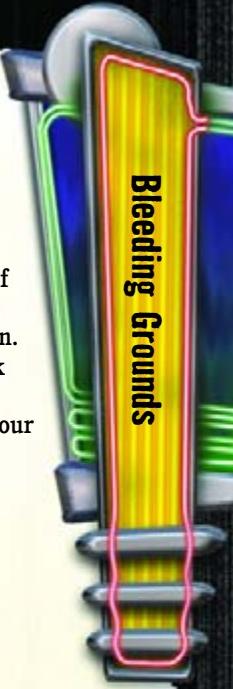
Maybe you're elated from a successful fight; maybe you're tired from days without sleep; maybe hours upon hours of fruitless searching have left you mind-numbingly bored. For whatever reason, never let your guard down. The undead could be anywhere, their sounds muffled, their signs ignored. No matter how safe the area seems, be alert, be alert, be alert!



Continue along the passages, eliminating officers and scientists as you go. While you can allow your followers to do most of the work for you, ensure yourself some Unholy Flatulence by nabbing a few cops for nourishment.

Occasionally pass by an open corridor junction so the officer can see you, then crouch out of plain view to entice the officer near you. After he is within striking distance, slap him silly and sup on his skull contents.

Bleeding Grounds



Emerge into the daylight with your entourage and you immediately encounter your guide-bot. Reassure her you're OK by following the onscreen prompt and launching a Gut Grenade at the officers in the distance.



After scarfing down some gray matter, more officers and scientists foolishly come rushing in response to the screams. Take cover behind the sturdy foliage and lure the oncoming coppers near you. If they don't bite the bait, rush out and give them a bite of your own.

Your zombie force grows with every enemy that approaches. With this area cleared of any further threat, head toward the next set of walkways to pursue your love—Mrs. Maggie Monday.



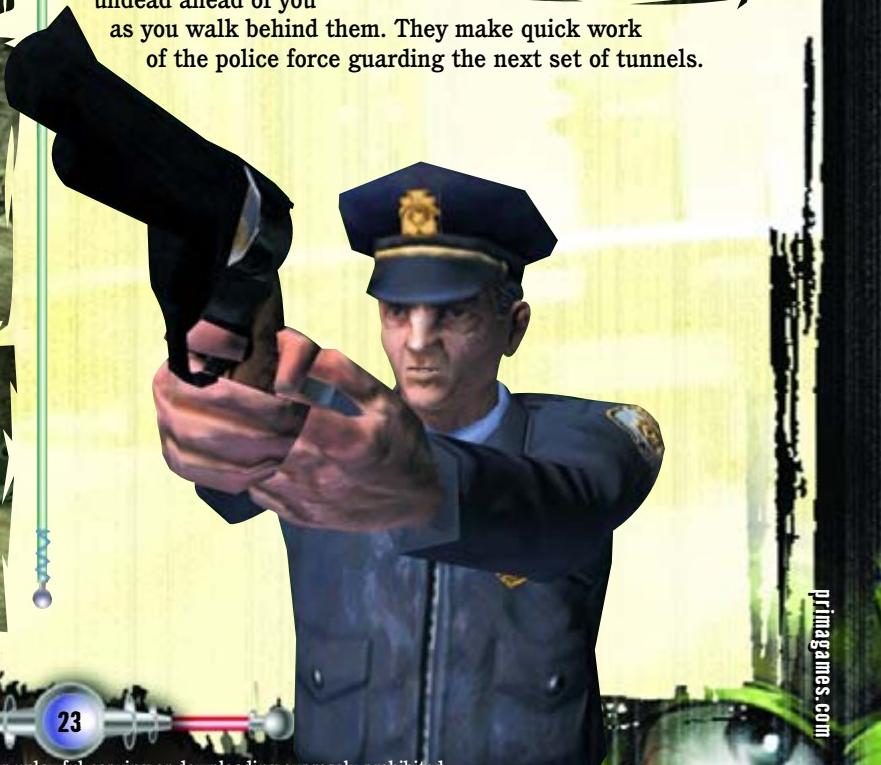
Clear one more set of walkways to emerge in the open again. On the way, pick up a few more cops to add to your collection.



As you exit this set of corridors, make sure your buddies are behind you. If they're not, give them a whistle and get them moving in your direction. March to the left of the giant mound when the path forks. Send the

undead ahead of you

as you walk behind them. They make quick work of the police force guarding the next set of tunnels.





Mr. Skegness continues to rush Maggie along as his barbershop quartet posse protects the lovely lady. With your mind set, continue along the glass passage. Exit the corridor and turn left, hugging the wall. Crouch behind the plant and wait for the police to get close. Again, with a quick jab of your jaw, your zombie army is spawned.

GO TIP

As you may have noticed, after most cutscenes, your once-proud zombie army disappears. Fret not, as the first unfortunate soul you encounter after most cutscenes makes a great rebuilding tool. Eat, recruit, and proceed.



Rush out with your new pal and attack the rest of the cops. Make good use of all your faculties, as this is near the end of the level and you need a strong army soon. Leak some Unholy

Flatulence to dispatch the batch of cops. Even though your gauge is now empty, there are plenty of brains to help refill most of your juices.

Continue past the plants and under the glass tunnels toward the next set of corridors.



There are more corridor cops to devour. Eat your way through and build up the ranks. You're going to need them.

Destiny awaits. Enter the steel hallways and get to work on the cops inside. Proceed through all the junctions on your

way to the final room. Should you take too much damage in the tunnels, crouch by the side of the tunnel where the pistol fire can't hit you. After you recuperate, charge at the remaining cops. Enter the final room of your Fertile Crescent greenhouse tour.



Your zombies are too much for the rest of Punchbowl's finest. They swarm the greenhouse gift shop with a vengeance as you fiddle with a snow globe. Suddenly, a member of the Quaker State Irregulars springs from behind a counter spouting all kinds of malarkey. With the knick-knack in hand, make your getaway.

THE SLAMMER

THE SKINNY

Exit the Fertile Crescent greenhouse to the Punchbowl city streets. Watch as cops patrol the streets, automated bots service their, um, customers, and the hustle and bustle of the City of the Future breathes life into Punchbowl. While on your jaunt across our city, rest assured that the Punchbowl Police Department is always on patrol. In fact, feel free to stop by the police station and express your most sincere gratitude for keeping you safe.

WHAT'S THE HAPP?

- Eat cops, not doughnuts.
- Build your army.
- Decimate the squad in the conference room.
- Escape!

TO BE SERVED AND PROTECTED



You smell something fresh, sweet, and delicious. It's shampoo. There's a head nearby. You bust through the door and help yourself to the treat. Unfortunately, the head you bit was that of a cop who was going to empty his tank while filling his car's. You make a run for the nearest hiding spot you can find—the police station.



Heavenly Origins

Listen up, soldier! Perhaps one of *Halo*'s funniest bits was hearing the panicked screams of the grunts as they ran for cover. Often, you would hear screams of "Why meeeeeeee?" as you ran through a dying enemy. In one of *Stubbs*'s many hidden shout-outs to its predecessor, some of the unfortunate civilians pose the same question. Take a bite out of a scientist's head, for example, and you just might hear, "Why meeeeeeee?" as you revel in his brain's juiciness.

POLICE "HEAD"QUARTERS—SOUNDS DELICIOUS!



In the police line-up, get to work on the three inmates in the room with you. They make great appetizers and serve as the beginning of your zombie army.



"THE ZOMBIE SURVIVAL GUIDE"—POLICE STATIONS

Unlike with hospitals, the reason for avoiding police stations has less to do with zombies than with humans. In all probability, the people living in your city or town will flock to the local police station, creating a nexus of chaos, bodies, and eventual blood. Imagine a packed writhing crowd of frightened people, too many to control, all trying to force their way into the building they think best represents safety. One does not need to be bitten by zombies when beatings, stabbings, accidental shootings, and even tramplings are just as likely.

TIP

While at the police station, build your army every chance you get. Make sure that your zombies aren't being destroyed and are, instead, busy building on your army. In this level, having a graveyard-load of zombie allies helps immensely! You'll see....

After you zombify the usual suspects, head out the door and eliminate the detective waiting in the first room. Let the second detective flee toward the other room—he quickly tires.



Zombify the cop in the second room and continue. You now have five zombies (three criminals and two cops) behind you, ready to swarm on your enemies. However, the third room you enter has two officers with firearms

(one of whom you let flee in the first room). To make sure they don't diminish your zombie horde, take them both down. Don't beat them, eat them.



Proceed to the right, into the hall. Ambush the cop exiting the restroom on the right. Wait by the door for him to exit and pounce. Let's hope he washed his hands. Next, move farther down the hall and rush the officer exiting from the left office.

Your zombie buddies are slower than you, so don't worry about them taking your glory. Be fast down the hall and the cops are all yours. That's two more for your army.



Round the left corner, ignore the left hall, and enter the next large room. As you enter, an officer exits the side room from the far right corner. Let your zombie buddies recruit him, while you dash into the first door

on your right and eat the cop in the security room.

Make a left past the security panels and exit the security room from the far door.



As you exit the security room, a door is to your right. However, before you go in, make sure that you have your army behind you. If you need to, turn and whistle. After you have backup, go in.



Make a left and go through the door into the next room. No enemies are here, so, again, stop and round up all your buddies.



Go through the door on your right into the locker room. Slowly round the corner and keep an eye on the mirror. The two officers here are alerted if your reflection catches their eyes. However, the

mirror reflects, so use it to watch their movements.

After the first officer is yours, duck behind the lockers and watch for the second to approach. Stay covered, swing the camera around to see his reflection in the mirror, and nab the next cop when he passes you.





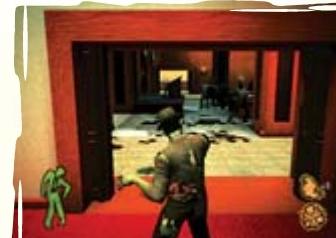
There is still one officer in the locker room. Eliminate the officer as you exit the locker room. Before heading toward the large double doors ahead, stop in the room on your right for one last addition to your zombie collection, then exit that room.



Collect your zombies in this room before proceeding. If you have to, go back a few rooms and make sure you have all your pals with you. When you do, approach the double doors and prepare for a top-notch zombie-flick-style massacre.



The doors open, and you are treated to a lunch buffet of a dozen cops. Let your zombie squad rush the officers while you backtrack and use the surrounding hall to pick off the cops by the doors. As the officers attempt to fend off your feasting friends,



sneak up on the doorways and rush the closest cops from behind before retreating into the hall. Keep moving down the hall, rushing in and out of different doors and zombifying one or two officers at a time.



TIP

Use your Gut Grenades generously at first. The first few officers stay close together and make themselves easy targets. By using one or two well-placed grenades, you can eliminate a bunch of cops at once and ensure that your zombie squad is rested for the next course—a wave of officers.



The Slammer



After you eliminate the first wave of officers, the second onslaught pours in from the hall. If you saved your Gut Grenades during the first attack, use them now to dispatch the detectives. If you're out of brain juice, let your zombies do the work while you clean up the stragglers in the hall.



After you weather the waves of cops, the doors at the conference room's south end open. Dash toward the doors and eliminate anyone still seeking refuge here. With the police station a bloody mess, approach the exit doors on the room's other end.

As the doors open, the riot brigade swarms in. You are caught between a rock and a hard place. There is no fighting these guys all alone.

YOU CAN'T KEEP A GOOD MAN DEAD



Just when you thought you were safe in the police department, you find that even here your not-quite-life is at risk. You awaken to find that the riot squad handed you over to science. Hope they got a good price for you! No matter, not even steel clamps can keep your rotting flesh down. Now, if only someone would lend you a hand....



TIP

While controlling the Hand, center the camera when moving from one surface to another. Because the Hand can climb walls, hang upside down, and attach itself to a victim while in flight, center the camera so you have a clear view of what's going on. If not, the transition from floor to wall, or wall to ceiling is disorienting.



You have to take matters into your own Hand. Guide the Hand toward the vent in the wall ahead. Once inside, you have three options. All three options vary in difficulty.



Path 1



Path 2



Path 3



The difficulty here is in the distance the Hand must travel to where Stubbs is being held captive. The AI is set at whatever you chose at the game's beginning. However, where you exit the vent dictates how far you have to go, and how many enemies you have to get past before you reach the science lab.

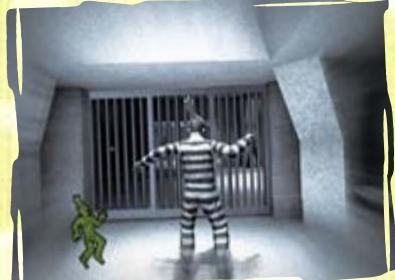
Path 1—Easy—The Path of Least Resistance



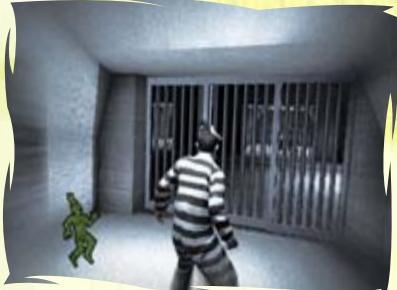
After entering the vent, ignore the first exit on the right. Instead, keep going down the vent until you hit an adjacent shaft on your left. Make a left into this vent and follow it down until it drops.



Drop down the vent and swoop into the prison cell. Luckily the prisoner is distracted by some stimulating conversation with the person across from him, so sneak up behind him and commandeer his control center.



When the guard outside the cell notices your digits digging into the convict's cranium, he opens the gate to investigate. Take advantage of his mistake by rushing out and putting him to rest.

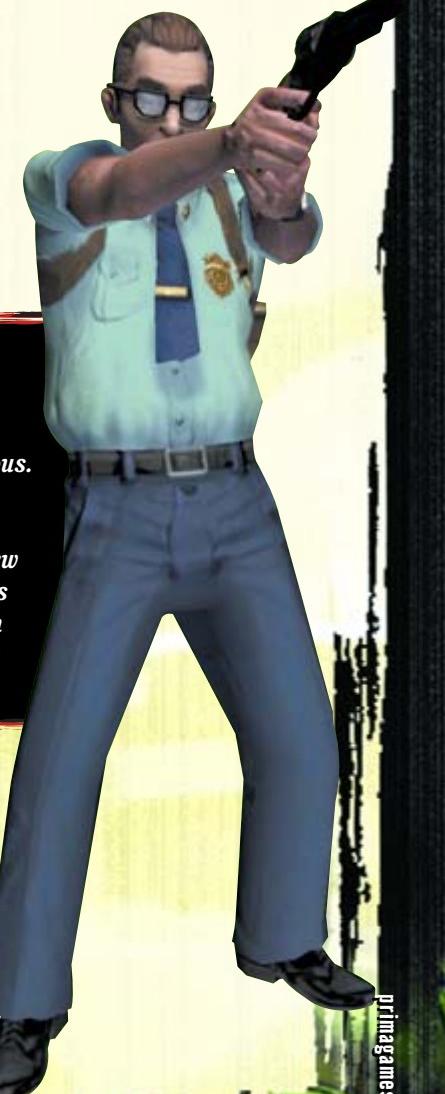


Dash down the left cellblock. Fight the temptation to release all your law-breaking buddies, and make the science lab your destination.



CAUTION

There is one more guard farther down the cellblock to the right. Don't chase after him; he is armed and dangerous. Instead, run from him, to the cell's left, and concentrate on escaping. You might take a few bullets, but the lab entrance is right around the corner. When you round the corner, you are clear of his bullet fire.





Dispatch the officer guarding the science lab and flip the switch to enter. When the door opens, let yourself in and let yourself out. Stubbs and the Hand are reunited in a cutscene.



The second and third paths require you to Possess an enemy with a firearm. When you do, keep the following points in mind to survive:

- Headhunt. Constantly aim for the enemy's head.
- Move, don't stick. While firing, move continuously to dodge enemy fire and distance yourself from melee range.
- Go side to side. Center your aim while you strafe the crosshairs into position. This allows you to minimally move the crosshairs.
- Stay loaded. Reload during lulls in firefights. Enter rooms with your gun fully loaded.
- Use cover. Whether it's a corner, a pillar, or some poor schmuck who gets in your way, use cover when taking fire or preparing to unleash hot lead on someone.
- Take it easy. Don't run into a group with your gun blazing. Pace yourself; slowly move down the halls taking down foes a few at a time.
- Spread the love. Be generous with your gunfire. With an unlimited supply of ammo, there is no need to hold back—unless you're holding back on the trigger.

Path 2—Tough—You Gotta' Hand It To Him....



The second path starts at the ventilation shaft's end. Follow the vent to the end, past the glowing grates.



When you reach the vent's end, climb down and hang on the ceiling. Center the camera so you can see below you. Either drop onto the floor, or wait until a lieutenant passes underneath you. When a victim is near, jump on his head and make him your meat puppet.





Aim high and fire at the other lieutenants in the room. If you aim for their heads, they easily pop off with one shot.



Exit the northwest door into the hall. Make a left out the door and take down the cop as he approaches. When his head hits the floor (two feet away from his body), make a right down the hall.



A Fork in the Walkthrough

Paths two and three converge here. The walkthrough for path three picks up here after a detour. If you chose path three, pick up the walkthrough from this point. The only difference now is the enemy you currently Possess.



Go up the hall and make a left. Make sure your handgun is fully loaded. If it's not, fire the last one or two rounds and reload it before you swing around the next corner. Fully loaded, make a left again at the end of this hall. Take out the five or six cops in this area, using the corner for cover.



Proceed into the next room and take down the officers there. If only one cop is in the room, go through the door on your left and kill the cop in the restroom.



When the cop halfway down the cellblock is down, focus your attention on the left monitoring room. Approach it slowly, shoot out the window, and eliminate the now-exposed officer.

Ignore the release levers on the wall as you rush down the cellblock. Focus your fire on the officer by the security station at the cellblock's end and kill him. After he is down, approach the science lab, activate the switch to open the door, and stroll in. Take out the left scientist before you enter.



Proceed into the next room and shoot the two cops to your right. Use the pillars for cover from the bullets whizzing by your head. Slowly maneuver your way through the room, ducking behind pillars and advancing until you eliminate the two cops at the room's end. With the room clear, saunter over to the switch on the wall and let yourself into the cellblock area.

Take cover behind the now-open doorway (reload your weapon), and set your crosshairs to eye level. Back away from the wall and slowly strafe across the open doorway, aiming down the cellblock. When your crosshairs turn red, you have your target in sight.



Path 3—Hardest—Crooked Cop



Once in the vent, take the first right exit you encounter. It's a few feet from where you entered. Slide down the edge of the ventilation opening and wait for a beat cop to pass under you. When he does, pounce on his head and possess his body.

Before you are fully in control of his body, you can position the camera to aim at head level. Five more cops in this room with you are aware of what is happening to their partner. They don't hesitate to open fire on your poor puppet, so get to work on them when you can fire your weapon.

TIP

With the beat cop Possessed, you have access to his Taser. Located on his left arm, this alternate weapon gives a shocking zap of energy that incapacitates someone unlucky enough to be in melee range. Make good use of it in the first room, right after Possessing the cop, as many violent peace officers are within the Taser's attacking distance.



The biggest difference between paths 2 and 3 (which is also what makes path 3 more difficult) is the point at which you start. Starting in a room with several violent cops, and having to make your way through a room with a few lieutenants, is harder than exiting the room with the lieutenants (as in path 2).

After you clear the room with the lieutenants, the way to freedom is the same as path 2. However, to make things interesting (and easier after you free yourself), path 3 detours to clear a few riot squad members in the eastern hall.



After gunning down the cops in the first room, turn around and take the northeast doorway into the left room. The door ahead opens and riot squad members slowly pour in. Maintain your

distance and keep them at bay with well-placed headshots. As you hit their riot gear, they spring backward and open themselves up for direct shots to their head and body. Keeping with your zombie nature, go for their heads. Their helmets don't stand a chance.



Watch the southeast doorway in case more riot squad members decide they want to test their gear. Keeping your distance, hold them at the room's entrance (they funnel right into a hail of bullets). Should they get too close, zap them with your Taser and backpedal as you shoot.



With the riot squad no longer a threat, exit the room, and turn left up the hall. Eliminate any riot squad members, if you have missed one, and proceed down the hall.

As you reach the door to the lieutenant's room on your left (the beginning point of path 2), turn and fire into the room from the hall. Back up to take cover at the nearby corner and eliminate any assailants as they approach the door.

FREEDOM!

A Fork in the Walkthrough

After passing up the lieutenant's room, the walkthrough for path 3 is the same as it would be for path 2. Scan to the previous **A Fork in the Walkthrough** sidebar and pick up the path from that point.



Whether it was a beat cop, a lieutenant, or a convict, they all taste the same. It's time to get moving.



The shackles are off, the Hand is back, and the door is open. Looks like all hell is going to break loose. Hop off the table and satisfy your hunger with the two big-brained scientists.



Head out the lab door and into the cellblock. Rush down the block and disarm any riot squad members who stand between you and freedom. Once eliminated, they become part of your riotous squad.

While you're recruiting, add some flavor to the group by enlisting the men in the cells. Give them a chance to become productive members of the community—the zombie community. Activate both control panels and set them free. When their doors open, rush in and welcome them back to society with a big zombie hug and kiss.





Gather your troops and move down the cellblock toward the hall. If you missed any convict converts, let the rest of your zombie buddies do the welcoming.

for your growing team and refill brain juice for Gut Grenades and Unholy Flatulence—both of which you'll need on your way to the exit.



As you approach the exit, a squad of riot cops busts through the door. Greet the riot cop in the center with a Gut Grenade, and watch as his friends disperse. If any of the squad members survive the blast, rush them and tear them limb from limb.



Move down the hall, eliminating stragglers as you come across them. Your zombies do most of the work, however. The next room is a slaughterhouse, so make sure your brain juices are full.



Before proceeding into the halls, turn and give your group a whistle. Wait for them to rally at the door, then lead them to their next meal.

As your zombie squad mobs the halls, pick off any remaining officers from behind the pillars. They provide new members

Rush the next section of the hall with your zombies behind you this time. Lob a Gut Grenade ahead of you to eliminate the bunch of cops by the benches. If you don't get the group in one fell swoop, run up on the survivors and crunch on their craniums as they try to reorient themselves.

Make sure you have many of your zombies with you before you round the next corner. When your squad is behind you, make a right around the corner and eliminate anyone who stands in your way.





Don't round the corner again. Instead, head straight and chuck a Gut Grenade into the doorway ahead of you to help clear out that large room. (Inaccessible before, it now houses several cops with itchy trigger fingers.) Rush into the chaotic room and devour more brains.

Meanwhile, your army gets to work outside the room in the surrounding hall. While they are clearing the hall by the lieutenants' room, stay in the large room you just entered, make sure it's clear, and take cover behind a sturdy object. When the coast is clear, unleash the Hand and send it out and down the main hall.



As the Hand, scamper down the hall past the riot squad cops. Elude the riot squad as best you can, and Possess a beat cop near the end of the hall. Dispatch any beat cops around you while backing away from the nearby riot squad cops.

TIP
Don't try to Possess the riot squad cops. Their helmets not only prevent you from Possessing them, but also contain a gas mask that helps them resist your Gut Grenades and Unholy Flatulence.

TIP
Because the riot squad cops are resistant to your special powers, take down the surrounding beat cops before you have to repossess the Hand. If you're quick enough, you can eliminate the beat cops at the end of the hall and leave only the riot squad cops for your zombie tribe.



With the hallway clear, relinquish your cover in the large room, and head into the hall. Make a left out the door and disarm any remaining riot squad cops. After you "disarm" one, use his detached limb to beat down the rest.

If you couldn't eliminate the beat cops at the hall's end while you Possessed their buddies, use your Unholy Flatulence or a Gut Grenade to incapacitate any who are left. It's time to make your exit. Head into the last door on your right.

COP ROCK

THE SKINNY

Easy, tiger! Not so fast. Breaking the law in Punchbowl is not taken lightly. Here there is only one way to deal with a lawbreaker such as yourself...outdance him in a dance battle. Your crimes are so despicable, so heinous, that Chief Masters himself wants to deal with you. Prepare for the most horrifying sight in Punchbowl...Chief Masters doing the Worm!

WHAT'S THE HAPP\$?

- Party like it's 1959.
- Outdance Chief Masters.

THE DANCE FLOOR



As you make your escape through the exit doors, your progress is halted by a silhouetted figure lurking behind a desk. Suddenly, a scary voice threatens to dance on your grave before the day is through. Well, lucky for you, you're not tired. In fact, you feel like dancing. So does Chief Masters!

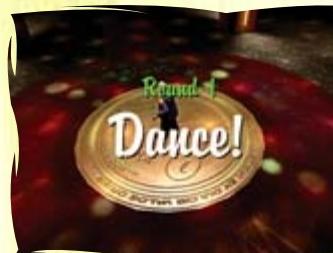
The police force rushes out of the darkness in riot gear, and your zombie pals come to your aid. A circle forms, the drums and bass begin to thump, and the dance floor lights up. In

this dance off, two men enter, and one will come out dead.

HANDHELD Heavenly Origins

Simon says, "Read on." At first glance the dance floor looks like a brightly colored circle flashing in rhythm with the music, because it is. However, a closer look reveals yet another homage to gaming history—this time to handheld electronic games. The dance floor is, in fact, fashioned after a retro game called *Simon*. In *Simon*, lights flash on a circular panel in a particular pattern. When the lights stop flashing it is the player's turn to press the same sequence of panels to continue the game. Sound easy? It wasn't. After a series of correct responses on the player's part, the sequence repeated and added more to the pattern. After two or three rounds, the *Simon* game was typically shattered as the player thrashed it on the ground in frustration. *Simon* says, "You suck."

ROUND 1—FOUR MOVES—"MR. SANDMAN"



Watch carefully as Chief Masters gets his boogie on. The lights on the floor flash in rhythm with the music four times. When they are done and Chief Masters has finished cuttin' a rug, he clears the floor to make way for you.

Take the dance floor and show him how it's done. Press the same series of colors as Chief Masters to show him some moves of your own.





TIP
The trick here is not simply to smash the buttons as soon as the timer begins, but rather to keep in rhythm with the music. Listen to the music and watch the lights as they flash. The two are in sync. Keeping a foot tapping or your hips swaying to the music might help, if you don't mind looking silly.



After a few successful rounds, the lights above you explode in celebration and the floor beneath you flashes in accordance. Get ready for Round 2.

"THE ZOMBIE SURVIVAL GUIDE"-SOUND

There is no question that zombies have excellent hearing. Not only can they detect sound—they can determine its direction. The basic range appears to be the same as that for humans. Experiments with extreme high and low frequencies have yielded negative results. Tests have also shown that zombies are attracted by any sounds, not just those made by living creatures. It has been recorded that ghouls will notice sounds ignored by living humans.

ROUND 2—FOUR MOVES—"LONESOME TOWN"



Round 2 is not much different than Round 1. The only difference is the music. Again, keep with the rhythm and press the same sequence of buttons as Chief Masters does, and you will be safe. After a few short exchanges between you and the Chief, it's on to Round 3.

ROUND 3—DANCE FASTER—"LOLLIPOP"



Round 3 speeds things up and Chief Masters has no problem negotiating the beat. Keep a very steady eye on the floor (the dance floor!) and listen to the rhythm. Sure, "Lollipop" sounds sweet, but if you don't keep up with the beat, it can get very bitter. Match Masters and move on to Round 4.

NOTE

If at any point you can't keep up with Chief Masters, you lose the dance battle. Don't hang up your dancing shoes yet, though. The only penalty you suffer is having to redo the round you failed...and your own shame, of course.



ROUND 4—DOUBLE MOVES—"EARTH ANGEL"



Don't pat yourself on the back just yet, things are only heating up. In Round 4 the music not only speeds up a bit, but an extra move is added. Instead of simply hitting four buttons in concert with the music, you need to rapidly hit one of the four buttons twice. The beat will follow a 1, 2, 3, 3, 4 pattern. Pay close attention, because it can be very easy to miss the double tap. Survive a few exchanges and the song ends.



BONUS ROUND EIGHT MOVES—"MY BOYFRIEND'S BACK"



If you do well in Rounds 1 through 4, you take Chief Masters on in a Bonus Round. The Bonus Round consists of eight moves each turn with one pattern repeating twice. It's like Round 1,

but much quicker and with back-to-back patterns. The beat follows a quick 1, 2, 3, 4, 1, 2, 3, 4 pattern. Master it, and you beat Masters at his own game.

NOTE

Admittedly, the Bonus Round is much more difficult than the previous four rounds. That's why it's a Bonus Round. If you can't keep up, it's OK, the game will continue and you won't have to redo it. Again, deal with your shame on your own terms.



Had enough? Too bad, Chief Masters hasn't. After four rounds of funk the Chief has completely forgotten about your transgressions and is caught up in the rhythm of the night. He convulses, err, dances his way out of the circle and suddenly snaps out of his musical trance. Unfortunately, it is much too late for him. Lost in his own little disco world, he never noticed the Gut Grenade so sneakily placed on his left leg. It detonates and you go flying into the air. Well, that's one way to ensure he doesn't have two left feet.



Cop Rock

PAINTING THE TOWN RED

THE SKINNY

Tired of flying? High altitude got you down? Well don't worry. Land at the Punchbowl Mall, do some shopping, and spend that stress away! Be careful though, the low, low prices are known to cause customers to fall to pieces. Even still, recent sale prices have dropped so low, customers **maul** each other to score a bargain! So what are you waiting for? Get moving before the bargains pass you by!

WHAT'S THE HAPP?

- Enter the parking garage.
- Make a withdrawal at the bank.
- Go to the Punchbowl Mall.

WHAT BLOWS UP MUST COME DOWN



As quickly as you flew up, you come crashing down on an amorous couple. Remember Ted's girlfriend from the plaza? Well, she recently met Fred and is beginning to let go of the scary memories from this morning. Remind her of your earlier encounter and drop Fred's...temperature, just as his mercury is about to burst. Again, what goes up...must come down.



After landing on the street corner, dust yourself off and ambush the two cops as they back away from the approaching zombies. Add them to your zombie army and turn around toward the intersection. Enlist the riot squad cops and civilians at the intersection before they cause too much damage.



Watch out for the speeding cop cars as they approach, and wait for the drivers to step out. When they do, welcome them to the party with a chomp on the head. Be quick though, their rapid gunfire takes chunks out of your head in a hurry.



Painting the Town Red



Turn left and zombie zigzag at the cops down the street. Let your growing army take the lead as you dodge bullets and approach. The cops in the distant corners are good shots, and won't hesitate to decimate your

attacking horde, so ensure your army's survival by snagging some brains.



Toss a Gut Grenade at the group of enemies near the parking entrance. They politely make way for you, so enter and make a left.



Make a right and approach the glowing Paramount sign. As you do, brave, yet foolish, civilians rush at you to defend their lovely city. As some get closer, they realize their mistake, tuck tail, and run away. See the streak of yellow running down their backs?

The riot squad cops, however, have no such streak. They charge at you swinging their batons full force. Take their arms and swing 'em back at them on your way to the parking garage entrance on the right.



TIP

A second entrance to the parking garage is on the back of the building. The route to that entrance, however, is considerably tougher because you have to negotiate a sizeable force of riot squad cops and beat cops. Should you choose to take that route, go straight up the street (instead of making a left) when the two cop cars come careening toward you.





Make a right and send your zombie goons toward the second level of the garage. They swarm the cops near the bottom floor. As they do, find cover near a corner and send in the Hand for support.

Carefully creep near the right edge of the wall on the right, past the sweet ride, and Possess one of the cops near the second floor. After he is yours, eliminate the rest of the police on that floor.



With the cop "in hand" and your zombie force in gear, turn and head up toward the third floor. Make sure your weapon is fully loaded before you pass the police car on the second floor.



As you approach the third floor, take cover behind the pillars on the right. Stay covered until your zombie army slowly catches up to you. When they do, the cops on the level above you begin to fire. Leapfrog from pillar to pillar, picking off cops as you go.

Stay covered and keep your gun fully loaded. If you find yourself firing blanks, run behind the pillars and reload. After reaching the second pillar, a cop car comes crashing down the ramp. Stay covered and let it pass. Take out the cop with a head shot as soon as he relinquishes the driver's seat.

CAUTION

Whatever you do, don't run across the driving lane to the left side of the parking garage. You risk taking tons of gunfire from the police above and, more importantly, being run over by the rogue cop car.

Painting the Town Red



Don't get grumpy if you lose a grip on your meat puppet. Move up the now-clear ramp toward the third floor.

Use similar leapfrogging techniques to get near the cops on level 3. Once you lure some police officers near you, take a bite out of crime-fighters and refill on brain juice.



Brain juices full, take cover behind the Teevee Teepee delivery van and give your zombie pals a hand. Chuck the Hand across the driving lane and rush up toward the next floor.

Stay close to the wall on the left, run as far up the ramp as possible, and

Possess the cop closest to the back wall. Aim high, and eliminate the last few cops while they are distracted by your zombie buds. A few well-placed bullets in the back of their heads should do the trick.



Reclaim the Hand once the coast is clear and head up to the bridge leading to the bank. Time to make a withdrawal before you hit the mall.



All of a sudden, several riot squad cops come rushing out. Use your head (no, really, use your *actual* head) and press the Sputum Head button to toss it down the middle of the bridge. Press it one more time to detonate it just as it reaches the

group of cops. If your timing is right, you eliminate the whole squad, sending them flying off the sides of the bridge. If some cops still remain on the bridge, make a beeline toward them and rip them to shreds.





The next room is a doozy. Make sure you are completely healthy (or as healthy as a zombie can get) and gather your troops. The doors open and a firefight ensues.



Let your zombies pour in. As they distract the cops inside, toss a Gut Grenade ahead of you and blast them to kingdom come. If any survive, run up to them, release some Unholy Flatulence, and knock them out. Feast on their heads to recuperate some of the brain juice you spent, and go for a ride on the elevator.



WHERE ARE THE TELLERS? THEY'RE DELICIOUS!



Welcome to the bank and outlet stores. Withdraw some gray matter, deposit some bullets into a few cops, and check your brain juice balances before you head out to do some serious shopping. Exit the elevator and release the Hand before

you come around the corner. Sneak up behind the unsuspecting officer and deposit your fingernails into his head.



Now that the officer is under your control, get to work on the top level. Pick off officers to your right. They are the closest to you and pose the greatest threat. With them out of the way, start firing on the officers on the bottom level.



Scan around the bottom level and drop the cops one by one. There are plenty more cops than you have bullets, and your pistol isn't as powerful at a distance. So backtrack to the corner and take cover to reload whenever you get a chance.

Painting the Town Red



Possess another cop on the lower level, and start dropping more cops. Use the stairs as cover, and occasionally check the rest of your body to make sure you aren't taking too much damage from a lone gunman.

Eventually the door on the bottom floor opens up to the outlet stores. If any wandering cops are still on the bottom floor, put them out of their misery before heading to the outlets.



Continue to diminish the cops' ranks until they finish off your remote-controlled copper. With the Hand back in your possession, and cops still swarming the bank, you need to refill on brain juice.

Luckily it only takes one victim to refill your Hand gauge. Jump down to the lower level. Don't rush officers on the top level, they are too far from you and will plug you full of lead before you get near. Instead, go for a cop on the lower level and crunch on his skull.



SHOP 'TIL THEY DROP



Take cover behind the doorway's edge and heal before you move outside. When you're sufficiently healed, run outside and take down anyone in your way. Zombify the first few enemies you encounter and lead the army onward.



The Hand is ready to get dirty again. Find a safe place to hide and let the Hand do its thing.



"THE ZOMBIE SURVIVAL GUIDE"—SHOPPING MALLS

A practically indefensible structure. Large shopping centers are always targets for both humans and zombies. It is always the case with social disturbance: At the first sign of trouble, these concentrations of wealth swarm with private security, police, even overzealous shop owners. If the crisis occurs suddenly, large number of shoppers may become trapped within the mall, creating problems of overcrowding, trampling, and suffocation, as well as attracting the dead.



Be careful as you move forward with the army. The open courtyards house plenty of gun-toting baddies ready to take your head off. Allow your zombies to absorb their bullets as you emerge from behind the planters and finish off your foes.



Continue down the main walkway to the next section and look to the ledges for snipers. Hide behind a planter, and toss the Hand against the wall to your right. Lead it up along the wall and turn left toward the end of the walkway (the opposite direction you came from).

Move up along the wall and sidle to the ledge on the right. Wait patiently for a cop to pop out the side ramp and Possess him. Take down the officers on the opposite ledge with some sniping of your own. Watch out for the riot squad cop who comes out the same ramp from which your Possessed cop emerged.



While up high, make sure to watch your own back. Look back down to your hiding spot and make sure no one is attacking you. If they are, give them a few taps to the back of the head.



Painting the Town Red



Finish off as many enemies as you can while sniping. When you're done borrowing the body, pick up where you left off and start heading up the walkway again.



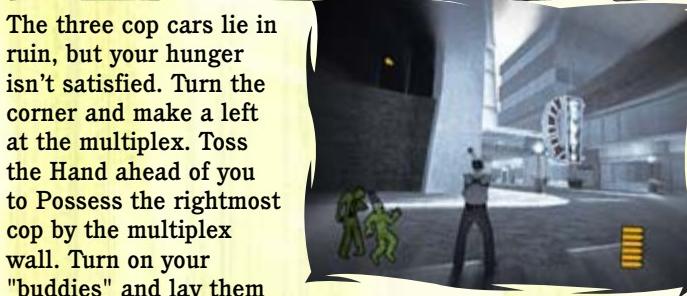
Zombify anyone left in the courtyard and march

them past Monday's Department Store. Make a right at the department store and continue toward the 2 in 1 Multiplex.



Send your army into the fray as you prepare to create some major havoc. Move between the large planters and use Gut Grenades on the enemies ahead of you. Don't get comfortable, though, as you near the multiplex: You are greeted by three black-and-whites.

Seek cover behind the plants and wait for your army to catch up. While they absorb the majority of the fire, launch some more Gut Grenades at the bunched cops. Distract the remaining officers with some Unholy Flatulence and feast on their fuzzy tops.



The three cop cars lie in ruin, but your hunger isn't satisfied. Turn the corner and make a left at the multiplex. Toss the Hand ahead of you to Possess the rightmost cop by the multiplex wall. Turn on your "buddies" and lay them to rest. Continue past the corner and make a right. Slow down and aim at the walkways up high.



Shoot the snipers on the first walkway from the safety of the corner. While you're here, also pop any officers who come to investigate. Don't worry about taking too many bullets, just do as much damage as you can.



Call the Hand back and run to the same corner your Possessed buddy was just hiding behind. Send Sputum Head rolling down the street to convert any cops down the way. After your head explodes, run down the left hand side of the street and duck behind the first planter.

From the safety of the flower pot, toss the Hand at the wall. Lead it up to the bridge and take control the cop up top. Rain bullets on the cops below and clear a path for yourself.



Make a left at the corner and eliminate the last few cops with a Gut Grenade. If they resist, persuade them with a nibble. Turn right into the alleyway with the parked cop car, and get closer to your destination.



Make one last right turn at the parked car and get ready for a final firefight. The entrance to the next area is pretty well guarded by a few armed police officers on the left. Drop a Gut Grenade between all of them and watch them scatter. With the doorway now clear, head inside.



The closer you get to the end of this street, the wilder it gets. A group of cops comes rushing from around the corner on the left. If you have any Gut Grenades, start chuckin' 'em. However, if you saved the Sputum Head or managed to refill on brain juice, send it down the road right at the bunched cops. With a successful strike, you earn yourself a few new buddies.



PUNCHBOWL MAUL

THE SKINNY

Congratulations, you have earned access to the most futuristic shopping center in all of Punchbowl! Take advantage of the sales and buy a new television at the Teevee Teepee. Fulfill your fencing fancy at Uncle Errol's Fencing Supplies—open 24 hours a day for all fencing emergencies, early or late! Or stop by for a fitting to impress the girl of your dreams with a new suit. Whatever you need, you can find it at the Punchbowl Mall. That includes trouble, so get ready for a **maul fight**.

WHAT'S THE HAPPY?

- Enter the Punchbowl Mall.
- Go up to the top level.
- Teach Cletus some manners.

I WOULD KILL FOR A NEW SUIT



As the grate opens up and allows access to the streets just outside the Punchbowl Mall, you are greeted by a few militiamen. There is no use in trying to be sneaky here, since they see you right away.

Instead, duck behind the crates, creep around the left wall, and toss a Gut Grenade their way. The Gut Grenade should clear away the exit to the street. If not, take them out by whipping your way past them.



Head out into the mall streets and make a mad dash toward one of the two ledges flanking the mall entrance. Find cover between two of the supports and toss the Hand against the wall. Guide the Hand up onto the ledge above you and Possess a militiaman.



With the sniper militiaman Possessed, turn and blow the other militiaman's head off. Take cover behind the large center wall between the two ledges if you need to. The snipers only have one shot, and while it is very powerful, the reloading time is killer.



Start by picking off the other militiamen you see on the ledge across from you. When they are dead, turn to make sure no one is attacking your undefended body underneath.

Eventually, a second wave of militia pours out from the exit you came from (across the street). Aim your weapon at them and take them down one at a time. Keep a close eye on the area beneath where your Possessed puppet stands. If your zombie health meter begins to drop, take action and protect your body.

the exit you came from (across the street). Aim your weapon at them and take them down one at a time. Keep a close eye on the area beneath where your Possessed puppet stands. If your zombie health meter begins to drop, take action and protect your body.



Survive the second wave's onslaught and a third wave joins the fray. Turn around and kill as many as you can before they reach your body. Since they rush out of the mall entrance behind you, release your control of the sniper and take control of your own body. The third wave has plenty of shotgun-wielding maniacs and they do lots of damage fast.

Poke your head out of the ledge supports and toss a Gut Grenade at the mob. Run around eating as many brains as you can, while your zombie distracts the shooters. Jump over flower pots, sneak behind pillars, and blast the militia with your Unholy Flatulence. Take advantage of the chaos and refill as much brain juice as possible—your goal is to have one Sputum Head ready for the mall entrance.

Head ready for the mall entrance.



Leave the chaos behind and go through the now-open mall entrance. As you enter, the door behind you closes, trapping your helpful zombie horde outside the mall. You're on your own again.

FIRST FLOOR—MEN'S CASUAL WEAR, BRAINS, AND FINE DINING



Sneak into the first room on your way into the mall. If you didn't fill up on brain juice outside, dine on the first few victims you find on this floor. Concentrate on taking out the guys with shotguns first, as they cause the most damage. With the shotguns out of your hair, grab the civilians and scarf on their scalps.

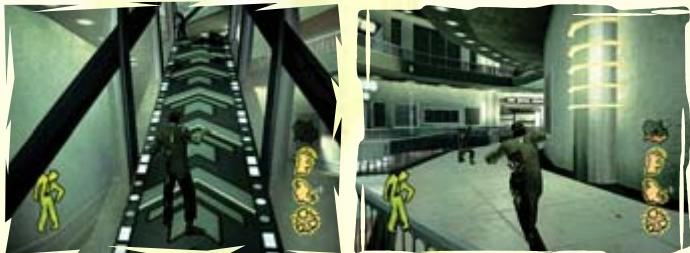


With your Sputum Head ready, walk up to the ramp and set it loose. Guide it up the ramp and make a left to the second level. Don't detonate it. Instead, let it roll and see how many civilian converts you can coerce into zombiedom.



While steering Sputum Head up the ramp be prepared to make a very sharp left onto the second floor walkway. If you don't, it rolls back down the other end of the ramp and goes to waste. Given how fast it rolls and how many heads it takes to refill, it's important not to waste it here.

SECOND FLOOR—ELECTRONICS, GADGETS, AND ELECTRONIC GADGETS



Run up the ramp and zombify anyone in your way. By now, you should have a solid group of zombies following you. Guide the zombies up to the second floor and make a sharp left.

Head toward the Teevee Teepee with zombies in tow. Cross the bridge to your

left, and make a right directly toward the store. Let your zombies attack any snipers that cause you grief while you toss a Gut Grenade at the Teevee Teepee store entrance.



Enter the Teevee Teepee and recruit any conveniently armed shoppers. After they have signed up, use the ramp at the rear of the store to reach the third floor.

THIRD FLOOR—HUMAN BAIT, HIGH-POWERED WEAPONRY, AND A SENSE OF BETRAYAL



Upon reaching the third floor, a cowardly civilian attempts to bait you toward the mall's center. If you bite on his lure, you'll find a wall of militia waiting with their guns pointed at your head.

Instead, use a Gut Grenade to clear the store exit, and hide behind the crate on the left. Launch the Hand out into the mall to turn some heads and turn the tables. Take control of a shotgun-wielding foe and have a blast taking down the surrounding enemies.





With the path now clear, reclaim the Hand and head out into the mall. Make a sharp left toward the Musk Ox. Munch on anyone you missed with the shotgun, and blast the people outside the Musk Ox with a well-aimed Gut Grenade. Enter the store, sift past the country clutter, and ascend to the next floor.



FOURTH FLOOR—HOME APPLIANCES, HAND TOOLS, AND HICKS



Meet Cletus and Otis Monday—the sharpest and brightest of the Monday clan. Though you were only looking for a new suit, the local yokels don't take too kindly to your search for a haberdashery. Get ready for a mall brawl as Cletus charges at you with his chainsaw raised high.



"THE ZOMBIE SURVIVAL GUIDE"—POWER TOOLS

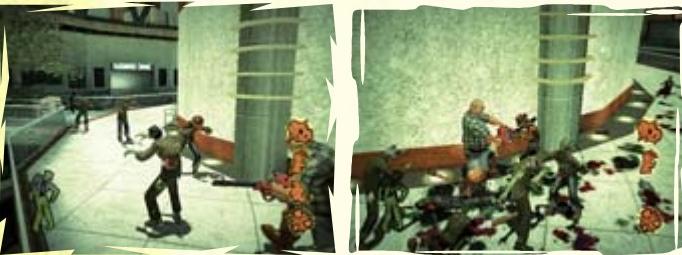
Popular fiction has shown us the awesome, brutal power of the chainsaw. Its lightning-quick, rotating teeth can easily slice through flesh and bone, making the strength and skill required for manual weapons unnecessary. Its roar might also give the owner a much-needed psychological boost—empowerment in a situation where abject terror is a given. How many horror movies have you seen in which this industrial killing machine has spelled doom for anyone and anything it touched? In reality, however, chainsaws and similar powered devices rank extremely low on the list of practical zombie-killing weapons.



Peg Cletus with a Gut Grenade as he charges at you. He wildly thrashes about as your gut sticks to his. Take this opportunity to land a few good blows and retreat out of the L'il Shootist to recuperate some brain juice.



Eat the civilians running about outside the shop for a quick refill. Leave the civilians to rise from the dead and run away before Cletus brushes you with his buzz saw.



Lead Cletus toward your zombie army and let them swarm him. While he tries to tear through the mob with his saw, run up behind him and smack him around. If you have a Gut Grenade or two, plant them on his person now, and detonate them after he has destroyed your zombie force. Don't detonate it while the zombies attack him—that would be a waste of a good zombie troop.



TIP

You could also take time to circle the top floor and search for more fresh brains while your zombie squad crowds Cletus. A few more civilians are running around just begging to refill your Gut Grenade meter.





Keep peppering Cletus with Gut Grenades and shoving zombies in his way to distract him. Dash and gash while he is occupied with your buddies and eventually he gets too dizzy to fight back. When he does, use your Zombie Strength to disarm him.

Cletus is a big fella, so don't expect him to go down without a fight. Smack him around with his own arm until it falls apart, then resume your dash-and-gash technique.

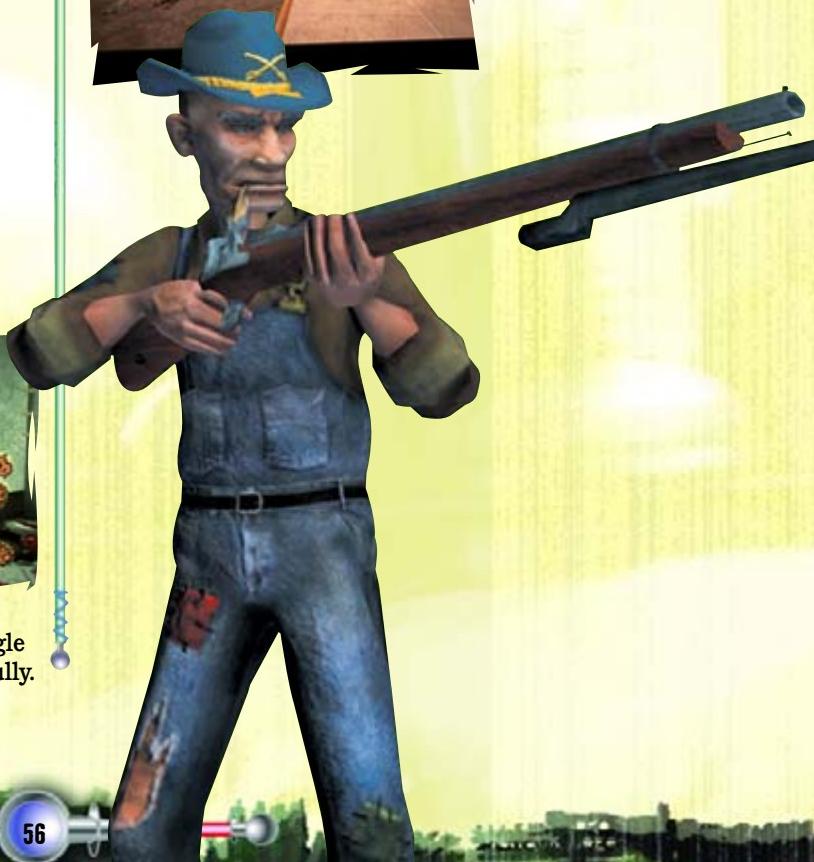


Give Cletus a few more gashes, and he gets dizzy again. Pull down his polished dome and press your lips against it. A single bite does him in and the mall is now yours to peruse peacefully.

THANK YOU, COME AGAIN



You did some window shopping, you made some new friends, and you got rid of Cletus. Sounds like a very productive outing at the mall. Now that you're done being a mall rat, you head outside and arrive just in time to catch Otis Monday fleeing home in his truck. There's only one way to find out why Otis wanted to whack you—head to his humble home. Looks like you need a ride to his farm....



THE FALL OF THE HOUSE OF OTIS

THE SKINNY

Come to Knobb Cheese Farm where the Quaker State Irregulars are the kings of curd. Sample many of our fine cheeses deliciously made from cow, goat, sheep, buffalo, and things that are blue. Traipse through our lovely cornfields and snack on some of the most delectable maize this side of Punchbowl. You can even bring the kids to the farm where they can go on tractor rides. Just don't let them wander too far, who knows what lurks in the cornfields?

WHAT'S THE HAPPY?

- Get past the cornfields.
- Enter the main house.
- Find Otis Monday cowering in his house.

ZOMBIES OF THE CORN



Otis Monday doesn't know that you cleverly stowed away for a ride to his farm. He runs off in a scare seeking refuge in his dairy farm. After he makes it past his gates, you emerge from underneath your ride. Unfortunately the entrance to the farm seals tight before you reach the gate. Looks like there's nothing left to do but pollute the dairy air (and your rotting innards) while you ponder your options....



Whether it's the harmful carcinogens or carelessly blowing up nearby vehicles, smoking is bad for your health. When you land on the other side of the gates, there is something even more immediately dangerous than the cigarette between your lips—the Quaker State Irregulars. Head into the cornfields on your right. Stealth kill militiamen by creeping up on the edges of the field and popping out for a bite. Dine and dash your way up the field's edge.

"THE ZOMBIE SURVIVAL GUIDE"—FIELDS

For concealment, nothing works better than tall crops. The question is: Will this work to your advantage or to a lurking ghoul's? Noise will be a critical factor. Traipsing through dry crops will create enough din to attract zombies from far and wide. Even at their wettest, travel through fields slowly, listen carefully, and be ready for close combat at any time.



When you've had your fill, head back into the corn and keep moving up the field. Stay inside the corn rows, not between them where someone at the end of the cornfield can see you, and move up to the edge of the field facing the shack. Once there, toss a Gut Grenade at the militiamen behind the bunker to the shack's right.

Before the dead militiamen land outside the safety of their bunker, make a left and dash into the corn on the left. Stay near the edge, again facing the shack, and toss the Hand behind the bunker onto the shack's left. Possess the sniper manning the Gatling gun and mow down anyone in range.



TIP
Only snipers can man Gatling guns. If you Possess someone wielding a different weapon, kill any snipers in range. That ensures they don't hop in and gun you down.



With both bunkers busted, and the cornfields clear, come out of your corny cover and finish off the militiamen guarding the rear of the shack. Use them as brain juice refills to power up the Hand.





Bust down the door to the shack and sneak inside. Send the Hand to Possess the lone sniper by the shack's window. If any more militiamen are pouring out from the distant fields, take them down now and then carefully head outside.



Lead your Possessed sniper left as you come out of the shack and eliminate the militiamen who emerge from the field beyond the first bunker you bombed. Use the sandbags by the Gatling gun for cover from the shooters in the distance. Head between the two fields, away from the shack, and toward the men you just sniped.



Sneak to the cornfield's edge and set your sight on the path leading northeast. Snipe the enemies as they stroll down the path. Stay close to the edge of the field on your left so you can dash into the field and lose any aggressors.

Continue down the path and snipe most of the militiamen ahead. Be careful though, they are good shots too and can cause plenty of damage from a distance. Before you eliminate every local down the path, leave one or two to zombify. You can safely approach them with the zombie zigzag and take minimal damage. Call the Hand back and limp down the path toward your next meal.



Zombify the men (or man) you allowed to live, and crouch behind the rock on the left to regenerate any health you might have lost during your approach. Proceed down the path and zombify the shotgun-toting militiaman behind your protective rock.



Stealthily leapfrog over to the stone on the right and take cover from the militia gunfire. Buy some time until your victims zombify and let them catch up. It's only a matter of seconds. As soon as your mini zombie army is on the move, get behind them, and use them as walking, rotting meat shields.



Shove the zombies forward to speed things up and "ride" their cover until you near the militiamen by the next set of cornfields. Wait for them to reload and, when you are close enough, toss a Gut Grenade between the three to finish them off.





Set your new zombie army loose while you cross the path leading down to the gate and dash into the distant cornfields. Swing around behind the militiamen distracted by your zombies and attack them from behind. They provide all the

necessary bite-a-mins and minerals a growing zombie needs, and they join your zombie horde.

Give them time to animate and duck back into the cornfields. Move toward the main gate stealth killing anyone between the two fields (as you did in the first section) while your army marches down the path. The army provides plenty of distraction while you pop in and out of the corn.



With the path now unobstructed, go wreak havoc on the sheep in the pen. Walk up to the sheep pen and use your Zombie Strength to bust it down.





The residents of Knobb Cheese Farm don't take too kindly to you messing with their sheep and come out with guns blazing. Take refuge in the corn and lob the Hand over the gate toward the approaching militiamen.

Possess a gunman toward the back to get a clear shot at the men in front. Aim for their heads and eliminate the men as they leak out the main gate.



Now that the coast is clear, rush past the gates. Again, use your Zombie Strength to bust down the shack's door. The shack is packed with trigger-happy hicks, so clear it with a Gut Grenade or two.

The room is small and it's very likely you will take damage from their fire and your Gut Grenade, so stop briefly to regenerate your health before heading out the back door.



Exit through the shack's back door and attack the men outside. Snack on them and refill at least one Gut Grenade—you're going to need it very soon. Once your gut is good to go, run

away from the area and the oncoming Cletus clone.

The chainsaw-wielding baddie isn't fast, so make a straight dash to the tractor sitting at the edge of the path to the next area.



When you get closer, a frenzied farmer hops in the tractor and starts heading your way. Move out of its way, and dart behind it. (The next part is tricky because it requires good timing.) Just as it passes you, lob a Gut Grenade on its backside and detonate it when it moves beyond your damage radius.

The farmer in control of the tractor explodes out of his seat, leaving it vacant for you. Jump on the tractor and take it for a spin. Before you move on, though, spear the chainsaw freak with the tractor's front end. Turn around and take your new ride, hood ornament and all, down the path behind you.





Drive down the dirt road, collecting hood ornaments as you go. Follow the path around the corner as it turns right. Spear the militiamen as they get in your way. If they dive out of the way, make sharp turns to skewer them as they get up.



CAUTION

Watch your back! Don't move too quickly past a group of hillbillies. If you expose your back end, they pop you with their shotguns and cause major damage. The rear of the tractor is the most vulnerable spot.



Coming out of the turn, you face a fork in the road. Swing around the left haystacks and eliminate the Irregulars scattered around this area. Before continuing on the left fork, turn left to eliminate the militiaman with the Gatling gun by the tree. Take him head on and raise the front end of the tractor to use the pierced perpetrators as human shields. Run him over, and continue on your way.

When you're back on the road, you can choose either to make sharp sweeps around each haystack area to clean up any lingering militia members, or to go straight for the barn in the northeast. If you head for the barn, sweep around the area in front of the last few haystacks and use your tractor to trundle over the last chainsaw menace.





As you skewer the militiamen by the forked area, don't get too close to the right fork in the road. A second Gatling gun is nestled by the hill where the road is blocked. If you get stuck maneuvering the tractor in that tight spot, you become a sitting duck.



Take your new hood ornament and park the tractor in the barn. Get off your new toy and bust down the door on the barn's right wall. Head through and prepare for your zombie invasion.



Turn around, head back the path by which you came, and make a right behind the barn. Stop at the far left corner of the barn and swing the camera around to spot three militiamen patrolling the side.



HOW MUCH IS THAT MILITIA IN THE WINDOW?



After making your way through the garage, take a peek outside to scan for patrolling militia members. Wait behind the wall until they get closer to the garage and stealth kill them as they turn to walk away again. Don't worry if one or two get away—zombie zigzag up and recruit them.

Their guns are powerful at close range, so pause and duck behind the bales of hay to regenerate. When the militiamen start to reload (after one shot each) rush out and bomb them with a Gut Grenade. Rush the shack on the right side and snack on the militiamen inside.



Leave them alone for now; they are a snack for later. In the meantime, send the Hand up the back wall of the barn. Move up the wall to the roof and fall into the hole in the top. Sneak up to one of the sniper militiamen in the window and dig your digits in.

When he is yours, turn and snipe the militia sharpshooter at the other end of the barn. Once you've blown off his head, move up and down the barn's top floor picking off anyone below. Use every window in the barn and eliminate the majority of the people in front of the house. Focus on the snipers manning the Gatling guns first—they cause the most damage.





With the Gatling guns quiet, move out of your hiding spot and prey on the patrolling militiamen on the side of the barn. Run up to the house and feed on the gunmen patrolling the porch.



When the porch patrol is dead, go window shopping for snacks. If a meaty treat appears on the other side of the glass, an onscreen prompt reminds you to use your Zombie Strength. Feed on the militiamen through the windows and kick-start your zombie army inside the house without even setting foot in it.



HEEEERE'S ZOMBIE!



After you clear every window, limp around the house and find the boarded hall. Again, follow the onscreen prompt to use your Zombie Strength and bust into the house.

NOTE

You don't have to go into every room of the house. Your only goal is to find Otis Monday. While checking every room may be fun, it's not necessary. However, the more rooms you check, the bigger your army grows.





Go down the hallway and go right where the halls make a four-way intersection. The intersection has shooters crossing fire, so be careful. Either toss a Gut Grenade where the halls meet or push a zombie ahead of you to absorb the gunfire.



Bust down the door on the left and head inside. Zombify the gunman in the first room and move away from the doorway leading into the next room—there are militiamen waiting at the entrance to the next room. Take a minute to regenerate your health and allow your zombies to catch up.



When you're ready and you have at least one zombie with you, plant a Gut Grenade on the zombie's back, shove him into the room, and detonate it when he's close to the first mob. During the frenzy caused by the explosion, rush into the room and bomb the rest of the militia goons hiding behind the overturned table with a Gut Grenade. Mop up any leftover enemies and refill on brain juice. When you satisfy your hunger, head up the stairs to the second floor.



At the top of the stairs, make a left and move through the first room into the second. Sneak behind the overturned table and wait until the enemy with the shotgun faces the doorway to the hall. When he does, dine on his head to add another member to your army.



Limp down the hallway toward the next room. On the way, munch on the militiaman who gets in your way. At the end of the hall, make a left to face one more enemy with a shotgun. Take cover behind the table and take him when he reloads after two shots.





Wait until the militiaman you just killed zombies and then push him into the room with the chandelier. He won't last long, so be quick.

While he absorbs a buckshot blast to the face, rush in behind him and dash to the right (around the railing). Proceed toward the entryway to the next room (behind the railing) and dodge the two chainsaw maniacs coming out of that room. If they get too close, peg them with a Gut Grenade and quickly move into the next

room. Run up to the door in the corner and crash through.



You bust through the door to find Otis Monday cowering behind the door. Threatening to blow you both to kingdom come, he comes face to rotting face with a ghost from his past. Gasp! You met Otis Monday years before, just before you mysteriously died!

With a piece of your history revealed, you toss the match behind you and scamper out of the house before your vengeance is exacted on Otis. Leave the house to burn, as Otis left you to rot. You mount a sheep and ride off to resume your search for Maggie Monday.



WHEN THE ZOMBIE BREAKS

THE SKINNY

Thanks to Andrew Monday, the city of Punchbowl enjoys the many comforts afforded to it by its **dam**. Home to Punchbowl's water supply, the dam was constructed and is maintained by Dr. Wye's team of genius scientists. The central dam building also doubles as a dam lab for dam experiments. If you have some free time on your hands, why not stop by and see what the dam scientists are up to?

WHAT'S THE HAPPS?

- Open door to water supply area.
- Relieve yourself in the water supply.
- Cross the bridge.
- Bring down the dam.

WELCOME TO YOUR DAM TOUR



The resident scientists patrol the perimeter. Their conversation centers on the menial duties they perform to keep the dam running at optimum levels. As they pass the main entrance, you arrive on your sheep with one thing on your mind—releasing your floodgates. Hop off your wooly transportation and run inside to find a restroom.



As you enter the main building, a familiar face greets you at the door. It's the guide-bot from the plaza! Although she was useful earlier, now she is a nuisance. Ignore her and shuffle past the robots by the water cooler on the right. Though their conversation is amusing, it has nothing to do with you, so ignore them, too, and enter the hall beyond them.



The work-bots at the dam are there to do one thing—work. They don't attack when they spot you and they won't retaliate when you attack their masters, so proceed through the dam as if they aren't there. If you leave them alone, they mind their own dam business.



Make a right and go all the way down the hall. At the end are a scientist and a work-bot. Creep along the wall's left edge and sneak up for a scientist snack. As you savor your meal, swivel the camera behind you and make sure you aren't taking too much damage.

The guards in the distance are armed with a new energy-based arsenal that deals tons of damage. Even the energy pistols are a threat from afar.



If they nail you with their energy blasts, rest behind the nearby wall support. Give your health a moment to regenerate, then chuck a Gut Grenade at the lab coats ahead of you.



Sweep the room for any leftover scientists, and stock up on brain juice. If you munch on at least one brain, the Hand will be ready for use. Set it free and let it scamper into the first boiler room.

Take control of a scientist and see what the energy pistol can do. Betray your scientist comrades in the boiler room with energy blasts to their heads. Strafe right and stay behind the railing on the room's upper level. As you strafe, keep the energy pistol aimed at the room's center to decapitate anyone who sticks his head out.

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When the Zombie Breaks



When the first boiler room is scientist-free, release your prisoner from your grasp and saunter to the second room's entrance. Lure a scientist out and dig in on his dome.

The Hand is ready for another tour of duty, so back away from the second boiler room's entrance and set your fingers in motion.



Get rid of the scientist on the ledge above you. When he is down, move between the large boilers and waste the men hiding in the gaps. Crawl up to one of the scientists, clasp his scalp, and kill his colleagues.

Run past the boilers (and dead bodies) and into the left large room. On the right wall are three consoles with bright green glowing screens. Activate all three consoles to make their screens go to red alert. The room fills with noxious gas, though not

"unholy," and the scientists on the left walkway keel over.



Possession

Possession is the most useful zombie skill in this level. Because it only takes one brain to refill the Hand meter, there is no significant risk of wasting it. Additionally, the weapons the scientists carry in this level are powerful. Not only do you gain control of their weapons, but Stubbs's body remains tucked away while you Possess an enemy.





Release your puppet and retake control of your body. Safely stroll into the gassed room. Ignore the work-bot manning the red alert station and make a beeline for the room on your left.

You have two choices on how to get past the next room.

Zomb-A

You could fight your way past the heavily armed scientists.

Before entering the room, pitch a long distance Gut Grenade against the far wall to eliminate the scientist peppering you with laser beams. Rush in and to the room's left. Drop some Unholy Flatulence to gag anyone near you, and get to eatin'. Move to the room's left, occasionally using the vats of toxic waste for cover, and march behind your zombie horde to the elevator.



Zomb-B

You could hurdle over to the elevator on the left.

Wait for your zombie horde to regroup with you outside the room's entrance. Push it past the portal and sprint into the room. Jump into a vat of green sludge on the left to avoid taking heavy fire.

The sludge tubs provide excellent cover from the energy blasts and expand deeper into the room. While in the green goop, move to the tub's other end, and hop out. Leapfrog from vat to vat while your army distracts the scientists.

When you reach the last vat (closest to the consoles), jump out, activate the three consoles, and kill the humans in the room.



CAUTION

Though the work-bots don't seek out combat, things can get pretty hairy. If you accidentally smack a work-bot that has taken damage, do not get caught in its explosion—it deals major damage.





Upon exiting the elevator, you find a lone scientist manning a station. No need to sneak here, he doesn't turn around when shooing you away. Don't stand for that—eat him. Kill the other scientist in this room as a group of lab coats makes its escape through the exit in the next room.

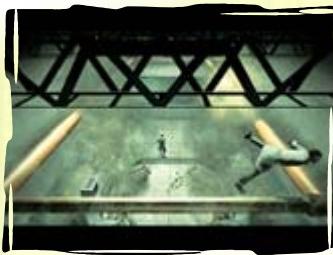


Knock on the exit door in the next room to trigger a cutscene. When it's over, backtrack toward the door and make a left toward the next room. Stop at the entrance, before going in. Position yourself with a clear view of the glass wall on the room's right and toss a Gut Grenade or two to shatter the glass.

As the zombies pour into the room, shuffle into the chaos and grab a bite to eat. If the scientist with the boomstick rifle is not tied up by another zombie, make him your first entrée. The boomstick rifle is devastating at close quarters and pushes enemies away at close range.



Migrate with your zombies to the next room as they search for more food. At the room's rear is a ramp that splits in two directions—both lead to where you need to go. Let your squad wander up one side of the ramp while you amble up the opposite side to the top level. Taking opposite routes splits the enemies' fire and pinches them at the top where the two ramps meet.



Follow the incline as it leads upward and around to join the other ramp. At the two ramps' junction is another console with a green screen—activate it to trigger an explosion in the room below. When the smoke clears, go down the way you came (into the room where you set free the zombies), and turn left to go through the now-open doorway.



Finish off the last scientist in this room and mosey over to the computer against the back wall. Flip the switch on the workstation to unlock the exit door. Leave the rubble behind and walk past the shattered glass wall into the room where you triggered the first cutscene (not the elevator room). Exit left.



TAKE A DAM WHIZ



You've made it this far without wetting yourself, but there has to be somewhere nearby where you can relieve the building pressure. Luckily, there is a large "toilet" with a sturdy platform leading out into its center—perfect for urinating in every direction. You unzip and start to whiz away.





As you begin to feel lighter, two scientists rush out and catch you with your pants down. Apparently, the scientists at the dam, and the whole community of Punchbowl for that matter, take exception to your choice of rest stops. Travel across the walkway leading to the reservoir's outer edge, and thrash the two scientists. As their bloody mess pours into the water supply, jaunt back to your perch in the center and recommend your relief efforts.



After another few seconds of peeing in the water supply, two cops and one scientist—boomstick rifle in hand—come galloping up the ramps on the reservoir's side. Starting with the boomstick scientist, dismiss them as you did the previous two pee-ons and go back to peein'.



Did you really expect to finish in peace? The back and forth between the peein' and the peons continues for a few minutes while dam security tries different combinations of assailants to force you to zip up. To survive the repetitive restroom disruptions use the following tips.

1. Build your zombie horde. They absorb damage and are your front lines for offense.



2. Hide. Use the small control room for cover while regenerating health.



When you have sufficiently fouled the water, zip up and continue on your tour. You pick up the tour at a walkway leading to the dam's top.



3. Take dips. Whenever you're on the verge of "death," jump or fall into the water. It safely deposits you on the walkways below, where there is no action.



4. Let it rain. Between battles, continue to pee as long as you can to contaminate the water faster. Should you get close to death, remember tip number 3.



Hide behind the walkway's edge before entering the dark corridor. Spot two of Skegness's men distracted by their own singing. Take advantage of their vanity and spring the Hand on them.

Take control of the singer closest to you and turn this duet into a solo.

When the Zombie Breaks



Continue your solo career by eliminating every member of the singing chorus on the walkway. Storm down the walkway, energy pistol in hand, and shoot at Skegness's squad. Gun down the first group of vocalists in front of the large pillars a quarter of the way down.

Advance to the next set of pillars. Use them as cover and zap the squad beyond the second set of columns. Check behind each pillar closest to the edge (either side) for men waiting to ambush you on the walkway's ledges. Persist in your approach down the walkway, gunning down Skegness's scrubs as you go.



When you reach the third set of supports, the jetpack jockeys surface from the left. Ignore them and press on down the walkway—your priority is to clear the corridors of enemies on foot. Charge toward the elevator and kill anyone in your way. With everyone on foot dead, focus your attention on the airborne baddies. If they manage to kill your Possessed soloist, it's OK. Take control of your body and book to the elevator at the corridor's end.

DAM GENERATORS ARE ALWAYS BREAKING DOWN!



Exit the elevator and prepare to wreak havoc on the generators in this room. Slip up the left stairs, and sidle close to the wall. At the top of the stairs, stay against the wall so the scientists aren't alerted to your presence; move

to the right so you are out of the scientists' peripheral vision and have a clear view down the walkway.



Unscrew Sputum Head and send it down the line. Let it roll past each scientist's feet to the end of the walkway, where it detonates. When all is said and done, everyone manning a station along the wall now works for you.



Give your zombie team a whistle and regroup near the third generator—working backward by starting at the last (third) generator works best. Leave the team behind on the walkway and go around the to the generator's control panel. Activate it to set it to overload.

When the generator is covered in an electrical current, slowly stumble toward the main walkway. Hop over the railing on the left to skirt the harmful current and land on the walkway's outer edge.

Follow the railing to the next generator and set it to overload. Repeat the process a third time with the first generator and let your zombie horde take care of any scientists who pop up in the meantime.



"THE ZOMBIE SURVIVAL GUIDE"—ELECTROCUTION

As the zombie's muscular system is basically that of a human, electricity does have the ability to temporarily stun or paralyze its body. Lethal results have been seen only in extreme cases such as power lines used to completely char a zombie's brain. This is not a "wonder weapon"—the current that runs through power lines is enough to burn almost any organic matter, living or undead, to a crisp.

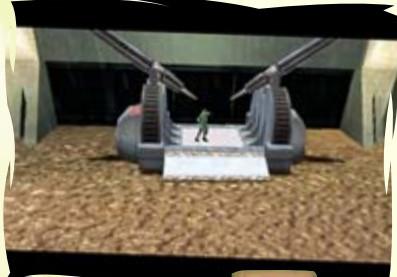


A team of scientists comes to investigate when the three generators are set to overload. Drop from the railing and find a safe spot to hide. The Hand hasn't seen action in a while, so toss it at the attacking humans and take control of a boomstick rifle-wielding scientist.

Lead him around the generator room's bottom level and lay waste to the lab coats around you. With a boomstick rifle in your hand, it's not long before the bottom level is yours. Release your fleshy tool and go into the elevator at the back wall.



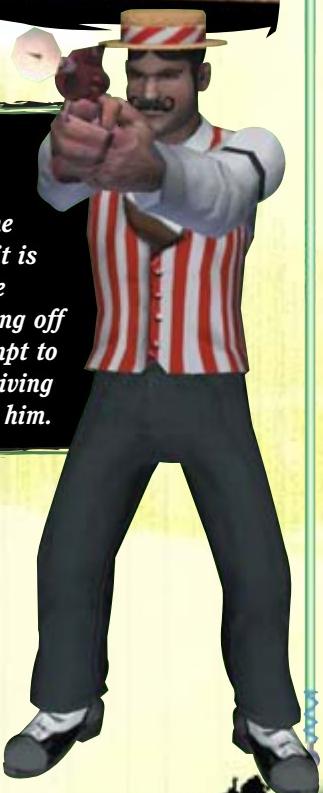
NOW THAT'S A DAM SHAME



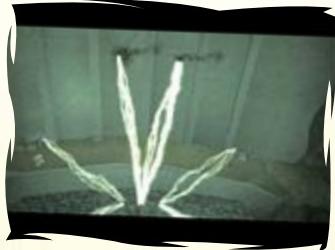
Exit the elevator and watch the cutscene for instruction on how to proceed. You need something to transport your zombie sacrifices to each circuit, so you hijack the nearby hover truck. Inside, Dr. Wye inadvertently tells you, via a little television screen, how to destroy his beautiful dam. What are you waiting for? Step on the gas!

NOTE

While driving a vehicle, camera equals control. That means that instead of being able to swivel the camera behind the vehicle while it is moving, you will swing the entire vehicle around. If you are dropping off a zombie near a circuit and attempt to see who is following, you risk driving over your zombie and destroying him.



Pick up the zombie hitchhikers and drive down to the second circuit. Mow down the scientists guarding the circuit and let one zombie hop off the back of the truck. As he ambles between the two circuit contacts, speed along to the next circuit up the tunnel path ahead. As the tunnel sweeps up and to the right, it opens into daylight on the upper level.



Mow down anyone in your way, and let a zombie hop off the hover truck. After the zombie is in place, drop off the fourth zombie near the final circuit (also on the upper level). With all four circuits generating power, it is only a matter of time before the dam comes tumbling down.

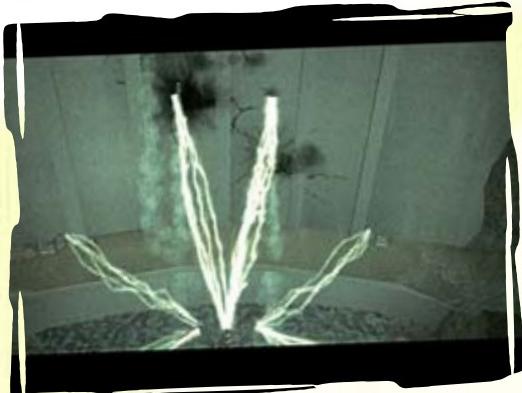


One of the circuits stops generating power. A group of hostile scientists has eliminated one of the zombie mediums in the circuit. Still behind the wheel of the truck, race down to the exposed circuit and rectify the situation. You need all four circuits going at once to bring down the dam.

Hop out of the truck, crunch on the scientists' craniums to create undead critters, and get back in your truck.

With your hover truck full of fresh zombies, start patrolling all four

circuits to make sure they are all damaging the dam.



Unfortunately, your efforts don't go unimpeded. Enemies repeatedly destroy the zombie conduits in the circuits, forcing you to make more zombies to fill the empty spots. To demolish the dam quicker, use the following tips:

1. Build your zombie horde...again. You need it to bring down the dam. So don't just run over every scientist you see.



2. Continuously patrol. When all four currents are going at once, hop in your hover truck and patrol each circuit. This way, you know where you need more zombies.



3. Rain death from above. Occasionally, Possess one of Skegness's jetpack-wearing men by tossing the Hand up at him. When he is yours, patrol the skies with impunity.

4. The Hand got re-Possessed? Don't worry if you can't grab the jetpack jockey from below. Instead, Gut Grenade him out of the sky.



5. Borrow the boom. If you have a hard time with Skegness's sky-bound men, Possess a foot soldier carrying a boom-cannon and pluck the jetpacks out of the sky.



The dam buckles under the continuous current and the whole thing comes crashing down on you. You have completed your mission, but the cost of relief was unleashing the now-poisoned water supply on Punchbowl. The City of the Future goes into a panic as you ride the contaminated wave into town.

THE SACKING OF PUNCHBOWL

THE SKINNY

A day's worth of sightseeing can hunger even the portliest of travelers, especially in a city as wondrous as Punchbowl, where there is so much to see. So why not stop by the Punchbowl Diner, pop a nickel in the jukebox, and try some of our city-famous apple pie? On your way to the diner, keep your eyes peeled for the criminal **offender** suspected to have destroyed Punchbowl Dam. He is rumored to be roaming the streets preying on the innocent.

WHAT'S THE HAPPY?

- Get some dinner at the diner.
- Visit the local library.
- Penetrate the barricade into the lab.

BRAIN—IT'S WHAT'S FOR DINNER

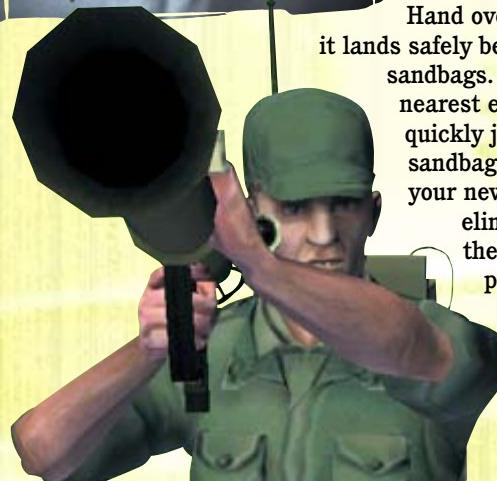


You wash up on the city streets and find that Punchbowl is in chaos. Cars are overturned, the military barricades the streets, civilians seek refuge in broken-down buildings, and Andrew Monday has suffered millions of dollars in damages...good work! There is no time to rest, though; grab a bite at the Punchbowl Diner before continuing on your journey.

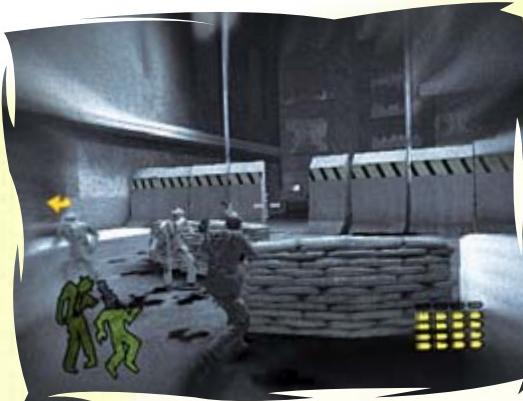


"THE ZOMBIE SURVIVAL GUIDE"—AVOID URBAN AREAS

No matter what your chances for survival are during an infestation, they will undoubtedly drop by 50 if not 75 percent when traversing an urban area. The simple fact is that a place inhabited by more living will have more dead. The more buildings present, the more places to be ambushed. These buildings also decrease your field of vision.



The road to the diner is paved with military resistance. The best way to secure safe passage to the diner doors is to use the Hand. Zombie sprint up to the corner and hide behind the station wagon on the right. Toss the Hand over the wagon so it lands safely behind the sandbags. Possess the nearest enemy and quickly jump over the sandbags for cover. Use your new toy soldier to eliminate the rest of the military presence.



With your toy soldier and the zombie horde simultaneously advancing on the opposing army, you should have no problem ridding the streets of the entrenched military. Turn to the large stone barricades and reload before crossing them. Strafe between the gap in the stone walls and eliminate any enemies in the distance. Don't expose yourself in the gap for too long and keep your strafes short and sweet—each strafe across the gap should use half of your ammo clip.



Advance on the sandbags beyond the stone blockade and take cover behind them. Duck to reload, and pop up to shoot. Keep the crosshairs high and head shots will be the norm. Your automatic rifle is powerful enough to take a goon's head off from a distance, so don't hesitate to take a shot if the crosshairs go red.

Move from cover to cover, reloading and shooting. Only two small squads are between the first barricade (where you took control of the soldier) and the diner's entrance. After everyone is dead, release the soldier and stroll down to the diner. Make sure to wipe your bloody feet before you kick down the door.



Heavenly Origins

Those familiar with *Halo*'s Master Chief know two things about his squad members. One, they were very helpful in a pinch, and two, they never shut up.

During one of *Halo*'s funnier moments, one member notes that the coast is clear then quickly realizes they have "Contact! Lots of contact!" As you proceed through the streets of Punchbowl, listen to the soldiers and you will not only hear the same frenzied screams of "Contact!" but also note that their dialogue is very similar to Master Chief's squad-mates.

I'LL HAVE BRAIN WITH A SIDE OF MASH...NO GRAVY



Don't mind the boards nailed to the door. Use your Zombie Strength to let yourself in. Inside, there are several different types of brain on the menu; sample every one and enjoy the free tunes on the jukebox.



When you've had your fill, break on through to the other side of the doors on the left of the jukebox. Follow the hallway to another set of doors leading out to the diner's back alley.



TIP

While inside the diner, go into the storage room on the right—two more civilians are hiding in there. But eat them quickly—don't let any of your zombie buds beat you to the bite. You need all the brain juice you can get.



As you walk out of the alley, you're deposited into the mine-riddled streets of Punchbowl. A few zombies attempt to rush a group of soldiers beyond the minefield and meet their destruction. Before the zombies land from the mine explosion, hurry into the alley on the right. You will take a few shots from the enemies sitting safely behind the minefield on the left, but they can't follow you into the alley.





The alley turns to the left, and exits behind a group of military men stationed behind a blockade (they're left of the alley's exit.) Although you could easily destroy them with a well-placed Gut Grenade, don't. Instead,

creep up behind them and feed on the unsuspecting squad to fill up on brain juice. After they've gone AWOL and joined *your* army, do an about-face, and march them up the street (as if you had turned right out of the alley.)

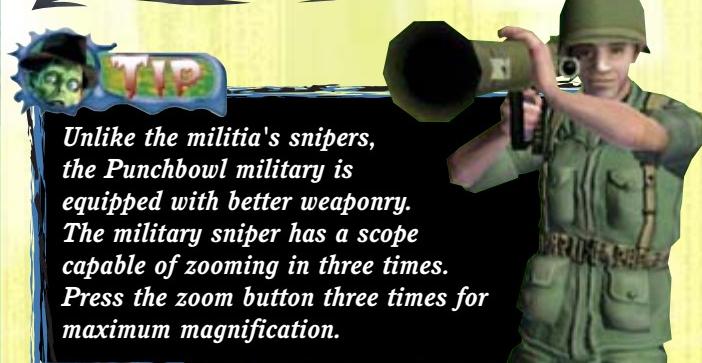


Recruit anyone in your way as you storm up the street. When you reach the T-intersection, seek cover behind some sandbags and vehicles on the left. Float a Gut Grenade over your cover to take out anyone close enough to hurt you.

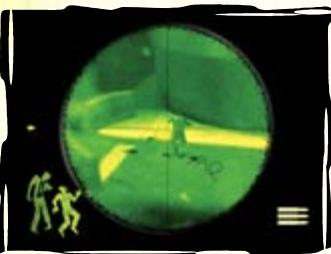
On the right side of the street is a room with a few civilians hiding inside. Zombie sprint into the room and make it your mess hall. Eat your civilian rations and duck behind the wall for cover from the hostiles across the street.



From the safety of your new confines, hurl the Hand out the window. Lead it along the wall of your building (making a right out the window) down to the corner of the street. Across the street is a window with a sniper in it. Drop from your building, navigate the Hand across the street to the building opposite, and crawl up the wall into the window.



The Sacking of Punchbowl



Fasten your fingers to the sharpshooter's head and make him yours. Test your marksmanship on the enemies outside the room where Stubbs waits—they're now to the left. They have their backs to your Possessed puppet and make easy targets. Drop a few of them by firing at a mine near them and watch them fly in different directions.

Reload your weapon and turn your attention to the right, focusing down the street. Pick off your targets one by one until the street is void of any

opposition. When the incoming fire stops, hop down from your corner window and slowly creep down the street you just cleared. Stop behind the overturned truck in front of the Punchbowl Memorabilia store to make sure you got everyone. To the left are a dead-end street and the store's entrance; to the right is a minefield with a few well-armed soldiers behind it. (One carries a rocker launcher—*do not* kill him.) You can proceed farther with the sniper under your thumb, but the intersection in front of the Punchbowl Memorabilia store is a good spot to release him. Let him go so that the Hand can Possess an enemy with a more powerful weapon.



If you missed anyone, now is your chance to tie up loose ends. Back in control of your body, leave the room you were hiding in and hop over the minefield on the right. Lurch to the corner where you nabbed the sniper, and make a left toward the Punchbowl Memorabilia store. Stop behind the same upturned truck you paused at before (with the sniper) and swing the camera up to spot a door on the left granting

entrance to the store. Leave the truck behind and run straight into the store.

Inside, chew some civilian scalp and move to the other end of the store. Keep an eye on the windows to the right to make sure no incoming rockets catch you by surprise. Release the Hand when you reach the end of the store and Possess the rocket-wielding soldier behind the minefield.





Do an about-face with your rocket-firing friend so that he faces away from the minefield. Guide him right at the corner and up the street, blasting through enemies as you go. Because he only has two rockets per reload, make your shots count, and

always stay behind a protective structure. When the next large barricade is in sight, aim the rocket's reticle at the opposite corner to the barricade's right and fire. Pepper the corner with rockets until the rocket-launching soldier inside the window is dead.

When your meat puppet is the last man standing on the street, let him go and take control of your body once again.



Leave the Punchbowl Memorabilia store and go to the blockade where you released your puppet. On arrival, you're ambushed by a whole new squad of soldiers. Take them all out and force them to convert to zombiehood. Your mission now is to build a brigade strong enough to bring down the barricade.



Survive a few waves of soldiers, then a jeep speeds into the battle. Either tag it with a Gut Grenade or wait for the soldiers to get out, and then commandeer the jeep.



Endure the waves of soldiers as they attack from the street's bottom end, opposite the barricade. However, do not run over all of them as they attack. Zombify as many as possible so they can bust down the blockade.



When a new wave of soldiers arrives, run one or two down in the jeep and zombify whoever remains. Don't try to zombify all of them; they are great shooters and can decimate your zombie army while you shuffle from enemy to enemy.



When the barrier comes tumbling down, the way to the Punchbowl Library is opened. Drive the jeep past the now-open barricade and let yourself into the library.

MUST'VE BEEN A SHORT BOOK



Your trip to the library doesn't last very long. The constant arguing outside is a major distraction. You go outside to find Dr. Wye and the Punchbowl army arguing about priorities. Dr. Wye wants to make sure you're not destroyed during capture, whereas the military doesn't care, as long as they can blow something up. Help them both out, destroy everything in sight on the way to the lab, but keep yourself safe.



your head instead. Drive Sputum Head down the street toward the barricade and infect all the enemies in your way. Your zombie army gets off to a strong start and the opposition between you and the wall is lessened significantly.

Since Sputum Head has a short range, zombie sprint up the street and devour anyone who escaped its attack. If you need to, toss a few Gut Grenades behind the various sandbags to kill anyone out of melee range.

Leave your zombies banging on the wall while you find a safe spot from which to release the Hand. Send the Hand up to the top of the wall and Possess one of the riflemen.

Fire on the other hostiles patrolling the wall and then turn your attention down to the floor below. Protect the zombies at the wall by eliminating the swarms of enemies as they come up the street. Kill the rocket man as he comes up the ramp before he takes out your squad of zombies.



The entrance to the lab is blocked by yet another barricade. Just like last time, build up your zombie squad to bring the barricade down. Don't rush up to the wall. It is heavily defended and the army will destroy you in a matter of seconds. Use



your head instead. Drive Sputum Head down the street toward the barricade and infect all the enemies in your way. Your zombie army gets off to a strong start and the opposition between you and the wall is lessened significantly.

Since Sputum Head has a short range, zombie sprint up the street and devour anyone who escaped its attack. If you need to, toss a few Gut Grenades behind the various sandbags to kill anyone out of melee range.

THE DOCTOR WILL SEE YOU NOW

THE SKINNY

Welcome to the **lab**. On your right is the latest experimental fertilization technology. On your left is state-of-the-art transportation machinery. Combining Dr. Wye's theories of spatial and temporal relationships and Monday Industries' technological know-how, the lab gave birth to the first ever "constitution translocator device." We call it an "automated ramp." Take the first step, and the "automated ramp" does the rest for you!

WHAT'S THE HAPPS?

- Get to the second level of the lab.
- Try out the experimental teleportation device.
- Keep Dr. Wye from ever experimenting again.

MAD SCIENTISTS ARE CHEWY



Upon entering the lab you are greeted by Dr. Wye, via a large-screen monitor. His message, though garbled by static, makes it clear that he knows you're in his lab, and he wants to get his rubber gloves on you. Don't disappoint him, get moving. You have an appointment to keep with the doctor.



Scope out the building's layout. An exit door is in the room's far left corner (locked for now) and two sets of stairs, one on each side, lead to the second floor. Take the right set of stairs up to the second level, and get your zombie army started.



Follow the second level floor as it wends left and around to the room's other side. Hide behind the broken supports on the upper level, and ambush foolish scientists as they pass.



When you reach the second set of stairs, on the room's left, jump down and join the rest of the zombie horde on the first level. The exit door is now open.

Gather your zombies on the first level and lead them through the exit door. Allow some of them to go ahead of you. You're entering a hall, and the zombies bunch up nicely in front of you to form a rotting meat shield.



TIP
The majority of the lab is halls. Because the paths are so linear, and only rarely interrupted by open areas such as large rooms, your enemies bunch together, making skills that are effective against groups more valuable. Use Gut Grenades, Sputum Heads, and Unholy Flatulence liberally—give the Hand some rest.



The hall ahead is obstructed by fallen debris, so duck into the left room (the one with the TV on) and dine on the scientists inside. Scuttle into the adjacent room and bypass the debris in the hall. Before you leave this room,

however, fling a Gut Grenade outside the doorway to eliminate the scientist with the boomstick rifle.



The hall should now be clear of any hostile nerds, so exit the room, dash across the hall and into the next room, and kill anyone inside. When the room is clear, make a left toward the glowing green walkway, step on the green panel, and let it carry you to the next floor.



The ramp dumps you off in a long hall with a group of angry scientists at the end on your right. Edge along the wall to the debris jutting out on the right, take cover behind it, and prepare to do some bowling.

Wait until they divert their attention somewhere else, then roll Sputum Head down the hall at the lab coats. After it reaches their feet, detonate it, and come out of hiding. The angry mob is now ready to join your army.



Alternatively, don't turn right to go down the hall when the ramp dumps you off on the next level. Instead, run straight and jump into the smoky hole in the wall to bypass the next room! Be careful, though; a group of heavily armed scientists waits on the wall's other side.



As the dead scientists reanimate and join your squad, speed down the hall and make a sharp left—don't go into the room at the end. Let your zombies take care of anyone inside.

Jump over the fallen rubble and pounce on anyone on the other side of the rubble. Finish your meal and go into the left room. Once inside, dart toward the only console in the room and duck. A group of scientists comes strolling in shortly thereafter and can't see you hiding behind the equipment. When they get close enough, unleash some Unholy Flatulence to force them into gagging fits. Now that they are distracted, have some lunch.

With your belly full of juicy brains, leave the room and round the corner as you exit. Take out the scientist waiting behind the rubble on the right and proceed to the next green ramp.



Get off the green ramp and follow the corridor as it leads you past the restrooms and into a chaotic passageway. A work-bot has gone haywire and is attacking the other scientists. Rather than making a mad dash past the confusion, wait until the work-bot is near and plant a Gut Grenade on him.

After he blows up, set the Hand loose on the scientist you just saved—he makes a lovely subject for your next experiment. Turn his energy pistol on the nearby scientists and empty the next few rooms with headshots.



With your belly full of juicy brains, leave the room and round the corner as you exit. Take out the scientist waiting behind the rubble on the right and proceed to the next green ramp.



Lead the scientist through the rooms with the recording devices and kill anyone in your path. Find the green ramp and hop.



The ramp deposits you in a hall with one door. With the scientist still under your control, open the door and run in with guns blazing. Kill the scientists and steer clear of the hostile work-bots. Don't worry if the work-bots zap you into submission first, they are tough to kill with just a piddly energy pistol—Gut Grenades on the other hand....

Now in control of your own body, Zombie sprint to the room with the rogue work-bots. Run in and bean a work-bot with a Gut Grenade. The room is small, so try to run behind the console before you detonate the robot, or risk taking damage.



"THE ZOMBIE SURVIVAL GUIDE"—BIOLOGICAL WARFARE

Wouldn't it be poetic to destroy beings infected by a virus with another virus? Unfortunately, this is not an option. Viruses attack only living cells. They have no effect on the dead. The same is true for all types of bacteria. Several laboratory attempts have been made to culture and spread *necrotizing fasciitis* (flesh-eating bacterial disease) among captured zombies. None have proved successful. Experiments are now under way to grow a new strand of bacterium that feeds only on dead flesh.



With the room now full of robo-guts, smack the control panel to open the room's only locked door. Go through the unlocked door into the dark room, and press the glowing red button to be whisked away to the next floor.

GREAT MINDS TASTE ALIKE



Whatever that machine was, it spit you out at the door to one of the lab's biggest rooms. Run inside and seek cover behind the console. This room has two levels and both are occupied by scientists with energy pistols.



Keep an eye on the room's upper level. If the scientists come down the walkway for a better shot at you, send them a complementary Gut Grenade, courtesy of their colleagues' brains.



The rest of the nerds in this room are easy to deal with. Pick on them a bit, then pick their brains...apart. When the door on the other end of the room opens, go through it and ride the ramp to the upper level.



If you didn't bomb the baddies from below, get rid of them now. Claw past them on your way to the door made of bars. Be careful as you approach: A scientist is behind the door, and he's holding a boomstick rifle with your name all over it. Because the door is made of bars, he can shoot straight at you and propel you across the room.

Zombie zigzag to the door and crouch next to it as it opens up. Let the bars open all the way and rush in to catch your enemies by surprise. Don't pay any mind to the work-bots in this room—they are on standby and simply stand by.





This room has two doors. One leads into a dark room with a switch; the other is locked. Limp into the dark room and flip the switch to unlock the second door. When you do, the work-bots reactivate and come to life. You've done it now! Blast the robots to pieces with a Gut Grenade and dart into the other room.

Kill the scientists guarding the control panel and run through the next door into the hall. The hall houses a few more work-bots, but

they are also on standby, so don't concern yourself with them; just run past.



Ignore the scientists in the next room and go left through another door. Go up the ramp into an empty room where you ambush a scientist or two.



Outside the room is a hall with glass panels protruding from the walls on both sides. If you go left down the hall, you encounter a locked door; going right leads to another green ramp.



You have two choices on how get to the next ramp.

You could hop from cover to cover on your way down the hall and eliminate the scientists in the adjacent room.

Make a right into the hall and take cover behind a glass panel. Wait for a break in the oncoming fire and scurry to the next panel across the hall. Hop from panel to panel until you are within melee distance of the scientists at the end of the hall (outside the room's entrance). Either claw them to death, or blast them with a Gut Grenade. Fight through the room at the hall's end, exit into the hall from the room's second door, and go up the ramp.

Zomb-A



You could use your head...again.

Toss Sputum Head down the hall to eliminate the batch of lab coats at the hall's end. As it detonates, hustle down the hall and make a left toward the smoky wreckage. Leap into the smoke and land safely on the other side outside the ramp's entrance. Hop on the ramp and go for a ride.

Zomb-B





Sneak up the ramp. Exit the ramp in sneaking mode and creep up on the left unsuspecting scientist. Crunch on his cranium and eat your way around the large circuit in the room's center.

Leave the room and follow the corridor into the next large room.



Enter the room and zombify everyone inside. You are going to need plenty of Gut Grenades and a sizable zombie army to get through this room. Step on to the middle circle under the green arrow indicator and let the transportation device start to charge up. As you wait for the machine to charge, several waves of scientists rush the room from different directions. When they enter the room, hurl Gut Grenades at them from the circle to ensure they don't deplete your army. Let your zombie army fend off the attackers while you sit in the circle and lob Gut Grenades from a distance. After a short while, the transportation device is fully charged, and you are once again whisked away.

CAN I GET A SECOND OPINION?



Dr. Wye is no different from any other self-involved, egomaniacal villain. He traps you in a weak containment shield while explaining how you came back to life because of his special brand of fertilizer. During his monologue, he also explains how he plans on using your rotten DNA to achieve everlasting life. When you tire of his ranting, charge the cells at the room's center and bring him down to earth.



Jump into action and head for the circular console at the room's center. Four red lights around it, all attached to switches, power up the central generator. Run around the circular console and activate every switch.

Crouch to avoid being hit by Dr. Wye's red and green death rays.

The red ray is fast and furious, but only deals damage. The green beam, however, deals damage and also pushes you halfway across the room, stranding you away from the console and exposing you to further damage.



Activate every switch on the console to overload Wye's shield and send him flying unprotected into the depths of the room. While his shield is down, run up to him and attack with Gut Grenades or melee attacks if he is close enough to reach.



Should you run out of Gut Grenades, feed on the fresh humans spawning randomly in the room. They regenerate your health and provide plenty of brain juice for more grenades. After a few successful attacks while his shield is down, Dr. Wye changes his mind and descends to deal a deadly blast.



As he descends, Wye's death ray locks you in its sights. You're in for it now! Just as Dr. Wye is about to unleash his destruct-o-beam, a gas-bot wanders into the room in search of some action for his spigot. Suddenly the room is an experiment with too many variables gone out of control. The robot crosses paths with the beam and deflects the death ray back at the doctor. The resulting equation is a deadly one—doctor plus robot, multiplied by death beam, minus one zombie, equals disaster for Dr. Wye.



PAVED WITH GOOD INTENTIONS

THE SKINNY

Punchbowl would be nothing without its central "brain." During your visit to Punchbowl, why not stop by **City Hall** and see where the magic takes place? Home to Andrew Monday's administrative offices, City Hall is Punchbowl's hub. If you get lucky, you might even catch Maggie Monday as she stops in to visit her son!

WHAT'S THE HAPP?

- Take a military jeep out for a spin.
- Test-drive a tank.
- Pick up some flowers.
- Fight City Hall.

WHO SAID YOU CAN'T FIGHT CITY HALL?



Punchbowl's streets are overridden with your zombie minions, and all hell has broken loose. During your leisurely stroll down the street, you see one of the millions of advertisements with Maggie Monday's mug on it. Determined to win her love, you set out to find her at City Hall. First you need to get her some flowers.

Punchbowl's streets are a war zone. Bunkers plaster every corner, military tents litter the streets, and tanks patrol up and down the boulevard. The Punchbowl military is still on a mission, and you are their objective.

Zombie sprint to the abandoned jeep down the block and hop in. Put the pedal to the metal and haul zombie butt up the street as you swerve out of the way of impeding obstacles. Initially, the right side of the street is the safest path. Keep the pedal to the floor, though, or artillery fire will blast you.





"THE ZOMBIE SURVIVAL GUIDE"—EXPLOSIONS

Question: What could be better than hurling a hand grenade at a mass of approaching zombies? Answer: almost everything. Anti-personnel explosives kill mainly by shrapnel, metal shards tearing through vital organs. As this will not affect zombies, and the chance of shrapnel penetrating the skull is slim, grenades, bombs, and other explosive tools are inefficient weapons.

These devices should not be completely discounted, though. For blasting though doors, creating instant barricades, or even scattering zombie mobs, nothing works better than a jar of gunpowder.



After passing between the two smoking craters, make a sharp left, and careen into the soldiers cowering behind the barricade at the corner.

If you don't kill every soldier with the jeep, hop out, Gut Grenade them, and snack on the

remains. With the bunker quiet, crouch behind the sandbags to regenerate health and escape the incoming fire from the bunker across the street.



Ignore any incoming fire and keep the jeep at top speed. Pass the police car on your left, and drift left to steer closer to the middle of the street. Get between the two lanes to safely speed beyond the two craters ahead.



The next area's door is beyond the left minefield. Avoid the minefield by sticking close to the left building and zip up the street, absorbing bullet fire as you run. Don't stop to rest, or you risk taking a rocket in

the back. Run through the left door and go up the ramp to the next room.

LET'S GET TANKED!



From the safety of your high vantage point, fling the Hand at the soldiers below. Don't waste time looking around, or they spot the Hand and blast it to pieces. Grab the first soldier and turn his rifle on the surrounding soldiers.



Cautiously move up the street and kill the soldiers entrenched behind the vehicles. Don't kill all of them—leave a few of the soldiers beyond the grassy islands alive to munch on in a minute.



Let your war prisoner go to get your Hand back, and jump down from the building you are in. Creep up the street and sup on the soldiers the Hand let live. Their brains provide you with plenty of Gut Grenades and one more use of the Hand.

Zombie sprint up the street using unearthed asphalt as protection. Be generous with Gut Grenades; the next intersection will provide ample opportunity to refill on brain juice.



Slow when you see the large structure in the middle of the street. Sneak up behind it and rest a spell to regenerate health. On the pillar's other side is a Gatling gun turret manned by a soldier. Drop your digits, scamper up behind him, and pounce on his head to Possess him.



The turret faces an army encampment across the street, so aim and unleash a world of hurt on it. Focus fire on the soldier manning the turret opposite you, and sweep the gun from left to right to get everyone else.



Relinquish your meat puppet and lurch past the left minefield. Swing around the Dutch Oven Bakery delivery truck, and flank the enemy encampment from the left. Fill up on brain juice and duck into the tent—a tank comes rumbling out, and it won't hesitate to make you zombie pâté.

When the tank passes by the tent's entrance, run out and fling a Gut Grenade at it. Keep to the tent's perimeter as you run out of the tank's range. If you stay on the opposite side of the tent from the tank, it can't hit you. Civilians pour out of the nearby buildings; use them to refill your Gut Grenade meter and peg the tank two more times. After the third explosion, the tank's driver dies. Take the tank for a test-drive and have a blast.



When you're all tanked out, park your vehicle (make sure the parking break is on) and go through the door to the tent's left.

GIVE THE SOLDIERS A HAND



Outside the hall is a group of soldiers waiting to be eaten. Don't use your Gut Grenades; you'll need one of them to refill the Hand meter soon. Sneak up on your prey with his back to the door and lighten his load. Maul the rest of the enemies outside and position yourself behind the Teevee Teepee truck outside.



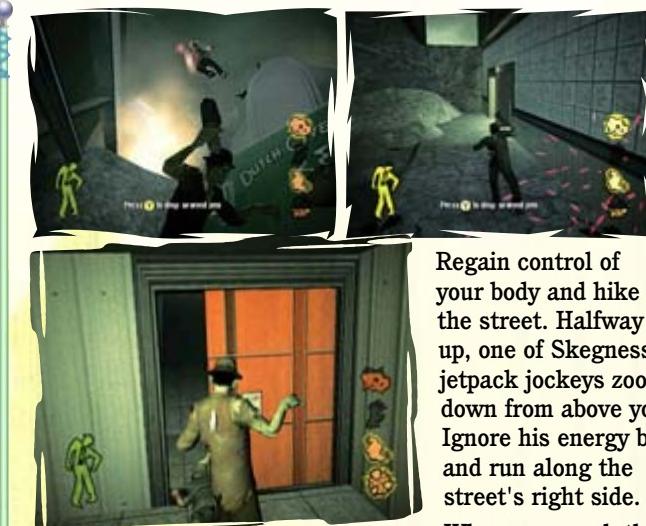
Toss the Hand against the wall opposite the truck and lead it up the wall. Turn right, heading up the street along the wall. Scuttle along the wall until you reach a military sniper perched on a ledge. Take control of his faculties and get to work.





Zoom in full scope and pick off enemies up the street. Ignore the three civilians in the bunker across the from your meat marionette—save those snacks for the road.

The walls protruding from the ledge provide excellent cover from the riflemen below. Strafe in and out of protection to pick off people down the street. When the coast is clear, drop and patrol the street.



Regain control of your body and hike up the street. Halfway up, one of Skegness's jetpack jockeys zooms down from above you. Ignore his energy blasts and run along the street's right side.

When you reach the room on your right, head in and go through the door in the corner.

DON'T FORGET TO BRING FLOWERS



The next section is a breeze...provided you have the right equipment. Start off by refilling your Hand meter and putting it to use. Jump down from your perch and munch on the sentry patrolling below. Position yourself behind the upturned vehicle on the right, and aim over it to chuck the Hand.





With the Hand in the air, look down to spot the rocket-toting soldier behind the bunker. Land the Hand behind him, and hijack his body to get hold of some real weaponry.

Use your toy soldier to kill your opponents nearby. Then turn your attention to the tank approaching on the street's left side. Rock the tank with three rockets before it shells your finger-puppet. If you don't kill the driver before it nails your soldier, finish him off with a Gut Grenade or two.



The tank is now yours for the taking. Dive in and take it on a demolition run. Barrel up the street, destroying everything in your way.

Use the machine gun to drop foes up close and blast the cannon on the jeeps as they attack.

The two encampments in the roundabout house rocket-launcher military and plenty of riflemen. Spray them with shells until the tents are bloodied and smoking. A few of Skegness's men walk around the statue at the roundabout's center as they fire at

you. Wipe them out with the main cannon. They deserve nothing less—they're equipped with boom cannons that cause major damage.



Leave behind the roundabout's smoking rubble and press on up the street. Bulldoze through the jeeps and obliterate Skegness's squad hiding behind the van near the crater up the street. Crush the bunker at the street's center, and pull the tank over by Pistil Pete's Flower Shop.





You're one step closer to winning over Maggie Monday. Hop out of your armored chariot and pick up some flowers from Pistil Pete's. Why not get some chocolates while you're at it?

Gifts in hand, dive in your tank, and make a left up the street. Your final obstacle is a group of boom cannon-carrying goons by the exit. Get rid of them with your main cannon and go through the door around the corner.



Get the drop on your opponents in the plaza by making a sweep of the area before going into City Hall. Single blasts eliminate jeeps and foot soldiers, while enemy tanks require multiple hits.

When confronted by enemies with jetpacks, don't blast them. The tank's main gun is powerful, but you risk taking too much damage if you try to snipe them with the cannon. Move into the central plaza and eradicate the jeep and bunker by the

fountain. Face off with the enemy tank at the front steps. When it's a smoking pile of metal, exit your tank, and knock on City Hall's doors.



CITY HALL ARENA



The plaza in front of City Hall is very heavily guarded. Tanks, jeeps, and rocket-wielding baddies lurk behind every corner.

Make a left out of the alley and take control of the unmanned tank at the plaza entrance. One sharp right and you're in the fight. Blast the enemy tank and keep it off balance until the steering wheel icon pops up, indicating it's beaten.



THE GHOUL OF YOUR DREAMS

THE SKINNY

As your tour of Punchbowl comes to a close, we hope you've enjoyed all the lovely things our city has to offer. Remember the beautiful greenery of the Fertile Crescent greenhouse, the friendly people at Knobb Cheese Farm, or the wondrous glimpse into the future at our Punchbowl lab. Whatever you remember most fondly, be sure to stop by **City Hall** and thank Andrew Monday for making it all possible.

WHAT'S THE HAPP?

- Fight City Hall all the way to the top...floor.
- Confront Andrew Monday.

EVERYONE STARTS AT THE BOTTOM



Andrew Monday has been expecting you. When you enter City Hall, his welcoming committee greets you with nice warm rounds of energy blasts. Avoid them by hiding behind the pillars in the foyer.

Grab and grub Punchbowl

citizens as they run to save their lives, or to take yours. They provide a healthy supply of brain juice and kick-start your zombie army.



Let your zombie masses wander out into the foyer, then storm out to attack. Spread the zombie love with a few Gut Grenades to empty the area of any hostiles. At the top of the first flight of stairs is one of Skegness's boom cannon-carrying cronies. Introduce him to a Gut Grenade to silence his cannon.

Before going upstairs, visit the first floor's adjacent wings to refill on brain juice. Although it's not the healthiest of places to grab a meal, check the restroom for a few civilians and two more of Skegness's men—you're a zombie, what do you care where your meal is served?



While you're leaving the lobby's right wing, two jetpack junkies ambush you from above. Blast them with a Gut Grenade and keep moving. If you don't get them here, they will follow you upstairs and make your life miserable.

Alternatively, you could try tossing the Hand up to Possess one of them, but the best way to kill them is with Gut Grenades—grenades have better range.





Leave the lower level and make for higher ground. At the stairs, take either flight (left or right); it doesn't matter which. Both sides lead to another Skegness goon. Grub on his gray matter and dash around the second level, zombifying the other enemies.

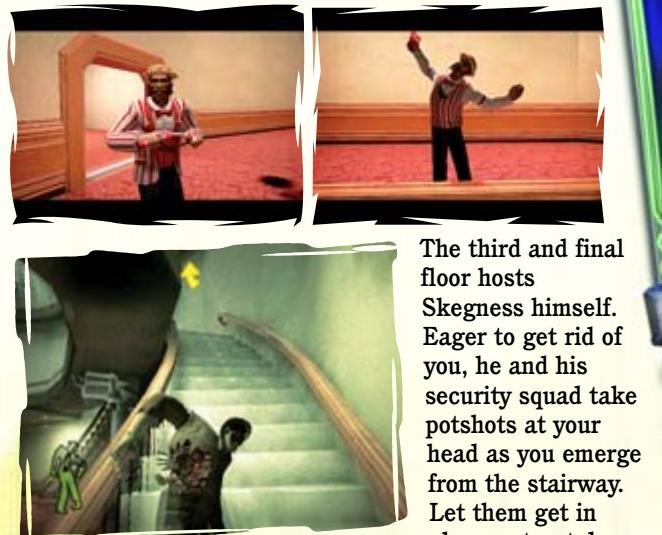


Be careful while scrambling to devour the rest of the baddies on the second floor; the guys on the floor above you don't waste time before blasting you. Periodically take cover as you run around and spring on your opponents.



"THE ZOMBIE SURVIVAL GUIDE"—STRATEGIES FOR TWO-STORY HOMES

Demolish the staircase! As zombies are unable to climb, this method guarantees your safety. Many have argued that an easier solution would be to board up all the windows and doors. This method is self-defeating because it would take only a few zombies to break through any homemade barricade. No doubt destroying your staircase will take time and energy, but it must be done.



The third and final floor hosts Skegness himself. Eager to get rid of you, he and his security squad take potshots at your head as you emerge from the stairway. Let them get in place, retreat down a few steps, then let your head pop *them*. Send Sputum Head up the stairs at the group as they bunch up outside of Andrew Monday's main office door.



Sputum Head has a shorter range than your other skills, so ensure that you are just out of your enemies' firing range when you unleash it to maximize the distance it travels. If you are too low on the stairs, you risk detonating your dome just before it reaches its targets.



Rush up the stairs when you have a solid head on your shoulders and clean up whatever is left of Skegness's squad. If a few of them are still alive after you tried to bowl them down, lob a love handle at them and clear the doorway.



ANDREW... I AM YOUR FATHER!



Leave Skegness and his crew behind to go meet the woman of your dreams. After storming past the guide-bot you helped demote, you see the reason behind your bloody rampage. Maggie Monday backs away begging for her life until she recognizes your decomposing mug. A convenient flashback reveals that you are, in fact, Andrew Monday's father. Many years ago, your final stop (before you visited the underworld) was the Monday household. In a matter of seconds you and Maggie fell in love and, in the throes of passion, conceived a child. After Otis Monday interrupted you, he chased you out of his home and laid you to rest. You remained a family secret until this day. Reunited with your

family, convert the girl of your dreams into the ghoul of your dreams, and say hello to your son.



Andrew is not happy to see you and immediately activates two protective force fields. Much like Dr. Wye, Andrew has two attacks—one slow red pulse beam that can easily be avoided, and a red repulsor beam, with an effect similar to that

of boomstick rifles, that does beaucoup damage. (After all, Andrew bases his equipment on Dr. Wye's technology.)

Bring down the barriers between father and child—Gut Grenade him. As you attack a force field panel it changes color as it weakens. The first hit makes it a bright green. Another hit makes it yellow, and the third makes it red. Four blows from Gut Grenades and the panel is destroyed.



Hide behind the arching pillars from both of Monday's attacks and ambush humans as they rush you with their piddly weapons. They replenish your Gut Grenade stock and create more zombies to distract Monday.



If you are attacked by security personnel, rush them head-on with a short zombie zigzag while Monday attacks your zombie fodder.



Periodically check the rooms flanking Monday's office to nab a nibble. The humans inside provide enough juice for a Gut Grenade or two, so visit the rooms often. They are also useful for regenerating health because Monday's death rays don't penetrate walls and his goons rarely traverse the length of the office to chase you in there.



Speed the process along by using Andrew's security guards against him. From the safety of a side room, release the Hand and Possess a goon with an energy weapon. Unload as much as you can on the force field panels before Andrew cuts your puppet's strings.

If you still have plenty of humans running around, saunter out of a room, refill on brain juice, return to an adjacent room, and Possess another goon. Even though they have a quick rate of fire, their energy weapons aren't as powerful as your Gut Grenades, so don't solely rely on your meat puppets.



Focus your attacks on dropping Monday's force fields, stopping only to regenerate health or fill up on brain juice. After penetrating both layers, Andrew Monday is yours for the spanking.

TIP

Always focus on the same force field panel you initially hit. If you attack different panels it will take longer to penetrate the first layer of the shield.

Additionally, once you penetrate the first layer, lob your grenades between the first and second layers of the shield to damage both layers at once.



Just when you are about to discipline your errant child, a familiar hand holds you back. It's your zombie mate, Maggie Monday. Apparently she doesn't believe in spanking as punishment, even if your son did grow up to be a self-indulgent billionaire capable of patricide.

Instead, you both storm out of City Hall, and Punchbowl for that matter, without looking back. Finally able to elope, you hop on a boat as the fertilizer hits the fan. Andrew Monday is bombing the city!



Now that your time as a traveling salesman is long behind you and your journey through Punchbowl is complete, you can now enjoy the rest of your life with the woman you love. This is the end...isn't it?

CAN I GET A HAND HERE?

TWO-PLAYER TACTICS

TAKE ON THE TOWN IN TANDEM

What good is a trip through Punchbowl if you don't have someone to share it with? Easier difficulty settings like er, Easy and Normal may not require a second person. Tough and Insane difficulty levels, however, are the true test of teamwork. Two headhunters are better than one!

The following section provides tips on how to tackle the two-player mode for achieving ultimate zombie carnage.

SPEAK OR FOREVER REST IN PEACE

Communication is the basis of good teamwork. If an enemy pins one of you, let the other know where to lead his rescue efforts. Similarly, should you run into an abundance of fresh meat while you are maxed out on brain juice, let your buddy know. He might need a brain or two to refill his Sputum Head meter. After all, his Sputum Head might save your life.

YOU SCRATCH MY BACK, I'LL WATCH YOURS



Player 1 cuts through the military opposition with a rifle while player 2 follows safely behind.

way you both reach the next section of the street with minimal damage.

Stubbs's wide array of zombie skills allows for many approaches to the game.

Specialize in one or two skills each, and the bases will always be covered. In "Offender," for example, let your buddy trek on foot, while you Possess a rifleman to clear the way for him. That

SHARE THE WEALTH



Rally up the troops while your partner recruits!

using a skill for his or her benefit. If one of you is low on health, the other can blast some Unholy Flatulence on an unsuspecting group of cops, while the zombie with low health reaps the benefits and crunches through their caps. Similarly, one player can coordinate the zombie horde, while the second player builds it.

TAG-TEAM THRASHING



Both players team up on a cop car—the policemen never had a chance.

hopefuls. Soon your tag-team thrashing is a zombie horde of horror.

There is no rule that says, "Each zombie for himself." At times, you may have skills that your buddy may not have enough brain juice for.

In levels like the "Police Station," where enemies are often bunched up, you can share batches of brains with your buddy by

Perhaps the quickest way to decimate a large group of enemies is to tag-team thrash. Both players run up to the group and claw through them while standing back-to-back.

Provided an enemy doesn't drop a grenade between the two of you, the end result is a bloody mess of zombie



THIS IS MY SIDE, THAT IS YOURS



Approach from different sides to split enemy fire.

Many of the levels are so cleverly designed that often there is more than one path you can take.

In the City Hall interior, for instance, one player can circle up the stairs from the left while the other player attacks from the right. You and your partner gradually move up the stairs,

cross paths to high-five, and continue on your gory rise to the top floor. Doing this splits the enemy fire and lessens the damage that either of you suffers.

I'LL DRIVE, YOU TAKE SHOTGUN



Take the wheel and let the second player prepare to pounce when you pull over.

In levels with vehicles, it can be tough to decide who gets to drive and, if possible, who takes the passenger seat (unless there are two vehicles, then you can both drive).

If only one of you can get behind the wheel, let the person with better driving skills do

it. Remember, it's team effort, so one person's sacrifice is for your shared gain. Make sure that, if the vehicle sports a weapon, the driver doesn't get trigger-happy. If the driver sees a group of enemies bunched up together for one easy shot, it is his or her responsibility to make sure before firing that the partner isn't in the middle of that group.

THE MOUSE THAT CAUGHT THE CAT



Use your buddy as bait while you stalk in the cornstalks.

Take advantage of your foes' insatiable curiosity. Much like luring in solo play, use cat-and-mouse luring to whittle down your enemies.

Areas like the farm's cornfields allow one player to dash in and out of hiding, while the other player nabs the nitwits foolish enough

to give chase. Be careful not to get too far from your back-up, or you might find yourself stranded among the living.

LI'L PISTOL AND THE BIG GUN



Using weapons with different ranges helps simultaneously cover both near and far areas.

Luckily, Stubbs's enemies come with a wide assortment of weaponry, so there is never a shortage of guns with which to experiment. Snipers, shotguns, rifles, and even rocket

launchers all have different ranges.

When both players have the Hand available, put them to use and Possess enemies with different caliber weapons. While player 1 snipes enemies from above, player 2 can cut them in half with a shotgun blast to the back.

LEAPFROGGING



Find a safe spot to let a dead player rise from the dead...again.

Throughout your jaunt in the City of the Future, you come across a vicious cadre of enemies. Policemen, armored tanks, scientists, and even the panicked people of Punchbowl hunt for your head. So it stands to reason that from time to time, one of you will die.

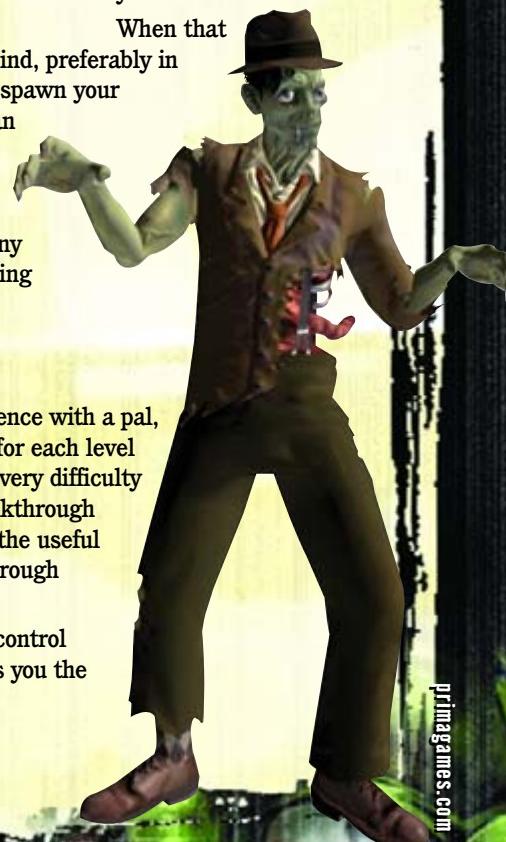
When that

happens, keep one person behind, preferably in an area you just cleared, to respawn your zombie pal. If you encounter an area with a lot of hard-hitting hoodlums, leave one man behind while the other presses on to eliminate as many enemies as possible before biting the dust.

ZOMBIE NAVIGATOR

However you share the experience with a pal, remember that the objectives for each level remain the same throughout every difficulty level. So keep this guide's walkthrough handy, because it provides all the useful information you need to get through Punchbowl, Pennsylvania.

Worst case scenario: You can control Stubbs while your buddy reads you the walkthrough!



STUBBS™
THE
ZOMBIE
 IN
Rebel Without a Pulse™



ROCK 'N' ROLL IS UNDEAD

"Aspyr"ing for a New Old Sound

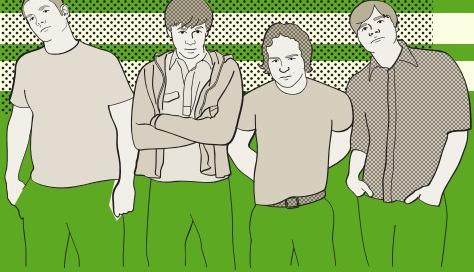
Did the end of "Cop Rock" leave you musically dissatisfied? Still hearing The Raveonettes' pulsing guitar riffs in the back of your brain? Fortunately it doesn't have to end there!

Since the game takes place in a futuristic vision of the 1950s, the team at Aspyr focused on music of that era. To give the music an appropriate, "modernized" feel, they sought out bands that would lend each track their own distinct musical touch. The result is a compilation of songs that not only adds to the game's personality, but also makes its mark as a terrific stand-alone album.

Stubbs the Zombie: The Soundtrack features remakes of hits from the 1950s by some of today's most talented musicians.

- Ben Kweller — "Lollipop"
- The Raveonettes — "My Boyfriend's Back"
- Death Cab for Cutie — "Earth Angel"
- Rose Hill Drive — "Shakin' All Over"
- Cake — "Strangers in the Night"
- The Walkmen — "There Goes My Baby"
- Rogue Wave — "Everyday"
- The Dandy Warhols — "All I Have To Do Is Dream"
- Oranger — "Mr. Sandman"
- The Flaming Lips — "If I Only Had a Brain"
- Clem Snide — "Tears on My Pillow"
- Milton Mapes — "Lonesome Town"
- Phantom Planet — "The Living Dead" (original song)

Behind the Scenes: Some Anecdotes



When the super-talented fellas from Death Cab for Cutie were embarking on their studio session to record "Earth Angel" they had an idea to make authenticity the fifth band member. As the story goes, the studio was decorated like a 1950s prom while the gents donned authentic and dated tuxedos. When you listen to the track, you can actually *hear* the love in the air.



The Flaming Lips included the kids of producer Dave Fridmann in their track "If I Only Had a Brain." On a mission to put the patented Lips magic into the recording, Wayne and the group let creativity and "being in the moment" drive their creative experience while the kids made all kinds of weird sounds. The result is exactly what we wanted—spontaneous creepy genius.

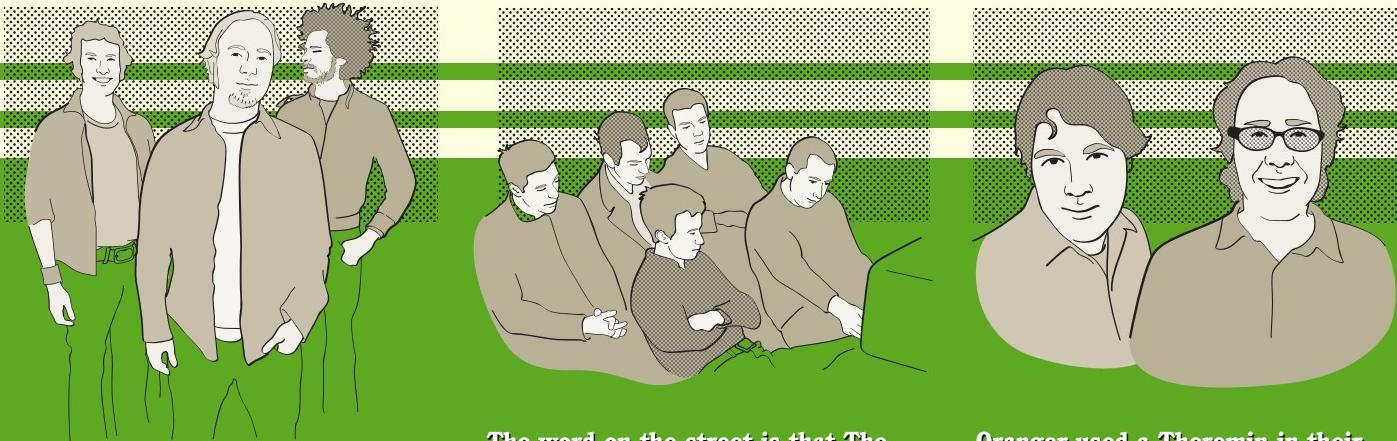


The Phantom Planet members have dabbled with the undead previously with their Zombie-homage video for their haunting track "Big Brat." So when it came to resurrecting a track for the *Stubbs the Zombie: The Soundtrack*, the band put their zombie experience to work creating an authentically haunting track "The Living Dead."

The Short Story of *Stubbs the Zombie: The Soundtrack* from the Brains at Aspyr



The story of the soundtrack began with a great concept, a talented team, and a big vision. In the original and innovative spirit of the game, the publishing and development team wanted to create a soundtrack that was unlike anything done before in gaming—artists recording songs exclusively and specifically for *Stubbs the Zombie in Rebel Without a Pulse*. With the 1950's era providing some of the greatest music in the history of mankind and the fact that the game takes place in the same period of time, the soundtrack direction was born. They explored different concepts, from zombie-themed music to "music that sounds freakin' scary when you hear it" to bands who liked The Zombies. But in the end, the tremendous opportunity to merge this musical era with the destructive power of the living dead was just too perfect to pass up.



The cats in Rogue Wave decided to be a part of the project in the kitchen of the Parish, a music venue in Austin, Texas. That is where they heard two words: Buddy Holly. Their track, "Everyday," reveals their fondness for his music.

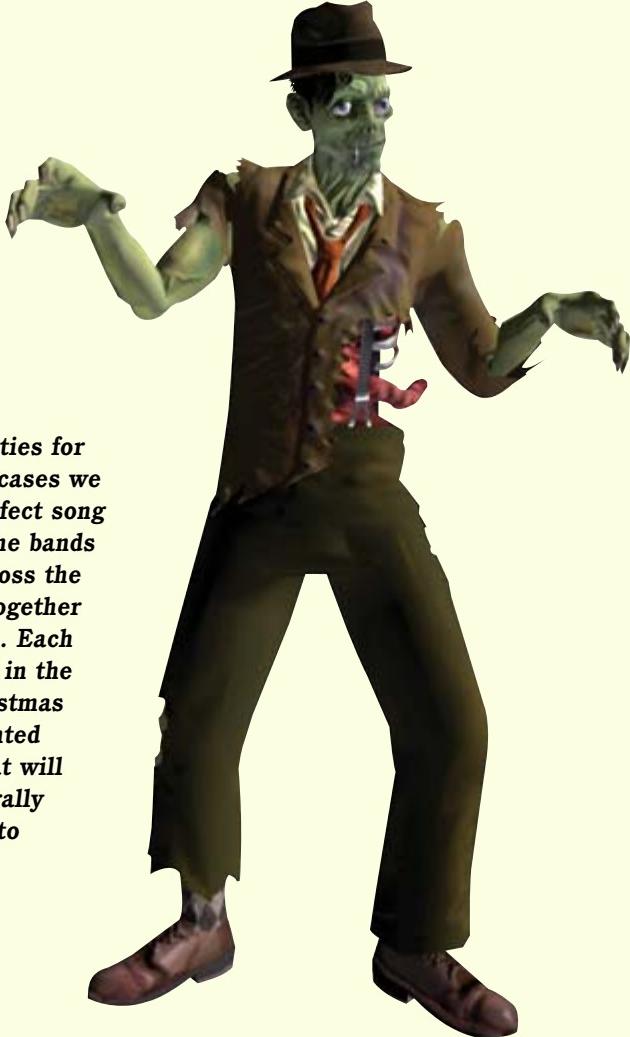
The word on the street is that The Walkmen recorded "There Goes My Baby" in the hallway of their studio to give it the authentic "hollow" feel and sound.

Oranger used a Theremin in their track—an instrument common to 1950s science-fiction films. Could this album be any *more* authentic?

STUBBS™
IN THE
ZOMBIE
Rebel Without a Pulse™



The bands mulled over the multitude of possibilities for songs to put their undeniable mark upon. In most cases we went back and forth for a few weeks to find the perfect song for each band. Once the track list was settled on, the bands worked it into the schedule and hit the studio. Across the country, engineers, producers, and the artists put together the magical tunes you hear on the full-length album. Each day a new mix of a track or a new recording arrived in the mail it felt like unwrapping a much-anticipated Christmas gift. To see the soundtrack develop under the talented guidance of these many people was an experience that will be very hard to reproduce. It came together so naturally upon the shoulders of creative people who wanted to contribute to a fantastic project.



The Raveonettes track, "My Boyfriend's Back," was produced by male Raveonette, Sune Rose Wagner, and a gentleman named Richard Gottehrer—who just happened to be one of the scribes of the song itself. With "the man" himself supervising the modernized version, does this get any more magical?

In Ben Kweller's cover of "Lollipop", can you hear the sound of a guy keeping the beat on his belly? Well, you should... because someone actually did.

There you have it boys and girls! The sounds of the undead 50s revived in modern stereophonic hi-fi sound. So turn off the lights, turn up the volume, and let The Flaming Lips's "If I Only Had a Brain" creep you out.